

MARVEL
COMICS

\$1.25 US
\$1.50 CAN
14
FEB
UK 70p

APPROVED
BY THE
COMICS
CODE
AUTHORITY

Barbie FASHION™






IT'S BARTMANIA

FOR YOUR NES™ AND GAME BOY®!

Gangway, man! It's Bartmania three ways for your  and ! Looking for some wild ? Then help 

save Springfield from the  in  for your NES™. For Simpsons™ antics on the go, join

as they fight for their lives in  run by . Look for Bart

as , and  in their all-new NES™ adventure .

It's all-out mayhem around

the  from  to 

as Burns and Smithers

try to get rid of the

Simpsons™ once and for all. Don't let that happen ... Save

Springfield ... Save the Simpsons™ ... Save the

World...

**KEEP
BARTMANIA
ALIVE!**



Only Bart can save Springfield from the alien invasion in "Bart vs. the Space Mutants" for your NES!

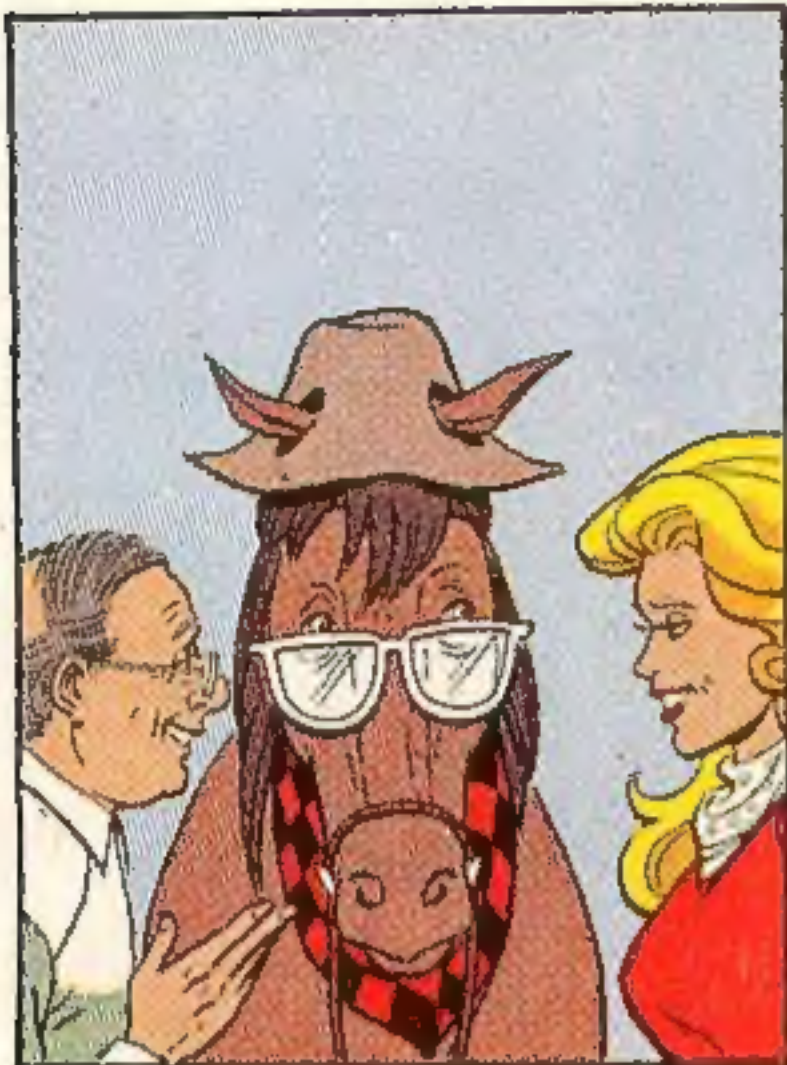
Acclaim
entertainment, inc.



LICENSED BY
Nintendo



BARBIE



NO OLD FOOL
Of course, a horse is just a horse!

PAGE
2

PAGE
15



CRAFT SHOP
Scarecrows are very corn-y!

GET A BIGGER DOG!
Keeping up with Barbie can be ruff, ruff!

PAGE
17



Fashion

TRINA ROBBINS
LISA TRUSIANI
Writers

MARY WILSHIRE
Penciler

JOHN LUCAS
ANDY MUSHYNSKY
Inkers

GEORGE ROBERTS
Letterer

SARRA MOSSOFF
MIKE WORLEY
Colorists

FABIAN NICIEZA
Editor

TOM DeFALCO
Editor in Chief

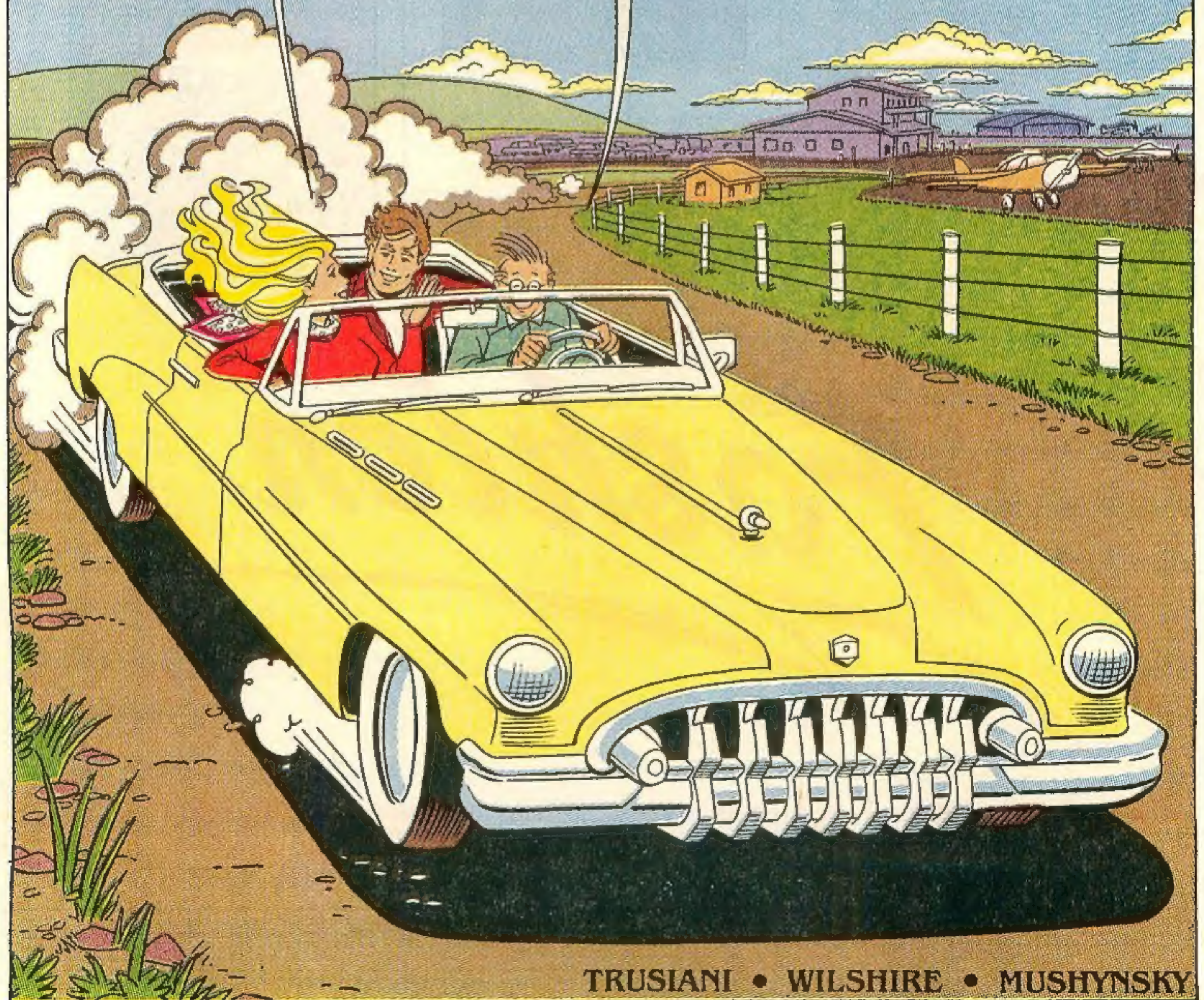
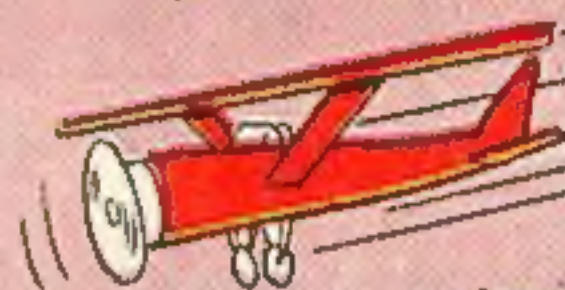
BARBIE FASHION™ Vol. 1, No. 14, February, 1992. #0557 #1055-940X) Published by MARVEL COMICS: Terry Stewart, President; Stan Lee, Publisher; Michael Hobson, Group Vice President, Publishing. OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, NY 10016. SECOND CLASS POSTAGE PAID AT NEW YORK, NY AND AT ADDITIONAL MAILING OFFICES. BARBIE and associated trademarks are owned by and used under license from Mattel, Inc. Copyright © 1991 Mattel, Inc. All rights reserved. All other editorial material copyright © 1991 Marvel Entertainment Group, Inc. All rights reserved. Price \$1.25 per copy in the U.S. and \$1.50 in Canada. Subscription rates for 12 issues: U.S. \$15.00; foreign \$27.00, and Canadian subscribers must add \$8.00 for postage and GST. GST #R127032852. No similarity between any of the names, characters, persons and/or institutions in this magazine with those of any living or dead person is intended and any similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the condition that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. POSTMASTER: SEND ADDRESS CHANGES TO BARBIE FASHION, c/o MARVEL COMICS, 9th FLOOR, 387 PARK AVENUE SOUTH, NEW YORK, NY 10016. Printed in the U.S.A.

Barbie IN NO OLD FOOL

I CAN'T WAIT
FOR YOU TO SEE
UNCLE WILLIE'S
FARM, KEN!

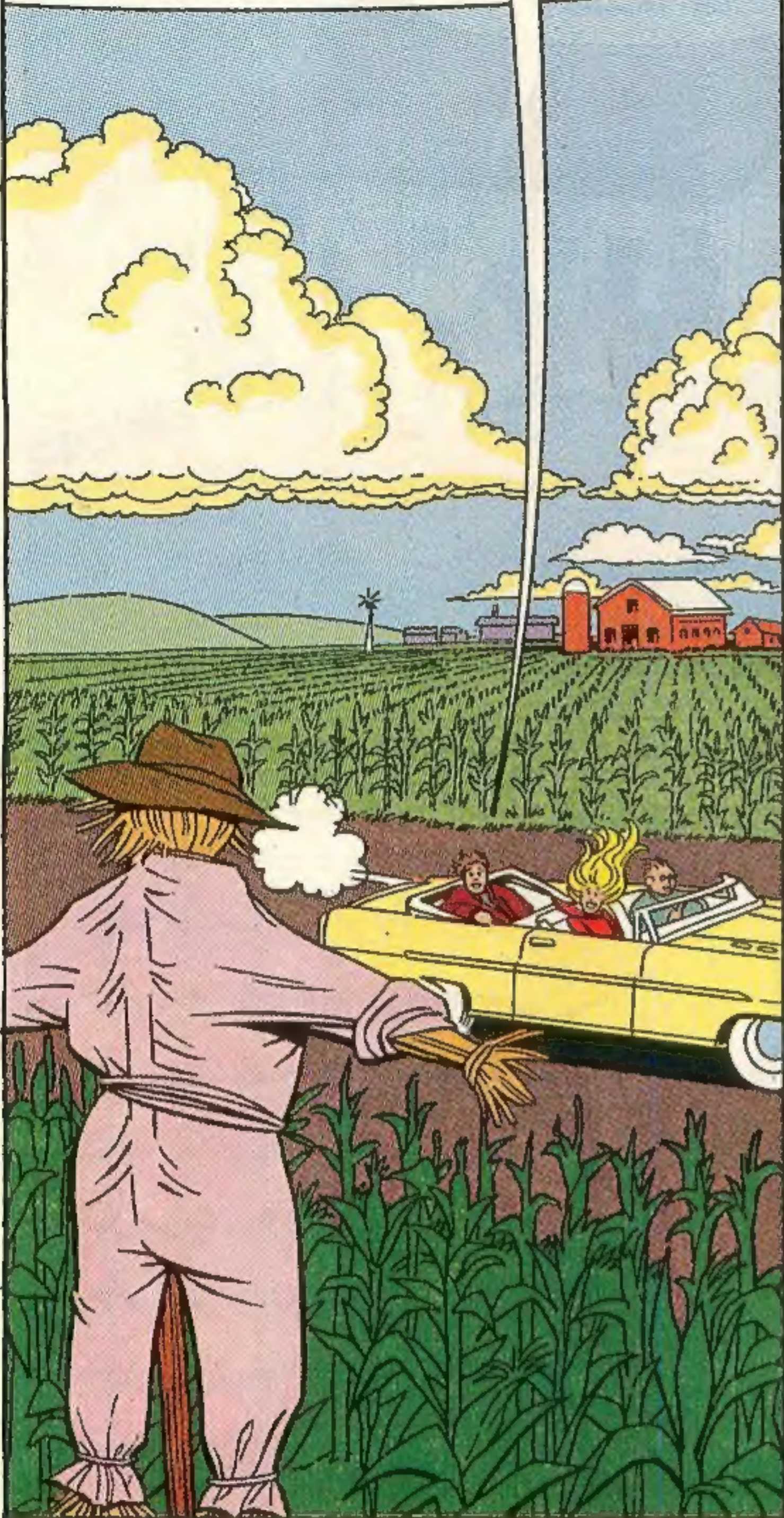
IT'S FULL OF ONE-OF-
A-KIND ANTIQUES.

LIKE ME!
HEH! HEH!
HEH!



TRUSIANI • WILSHIRE • MUSHYNSKY

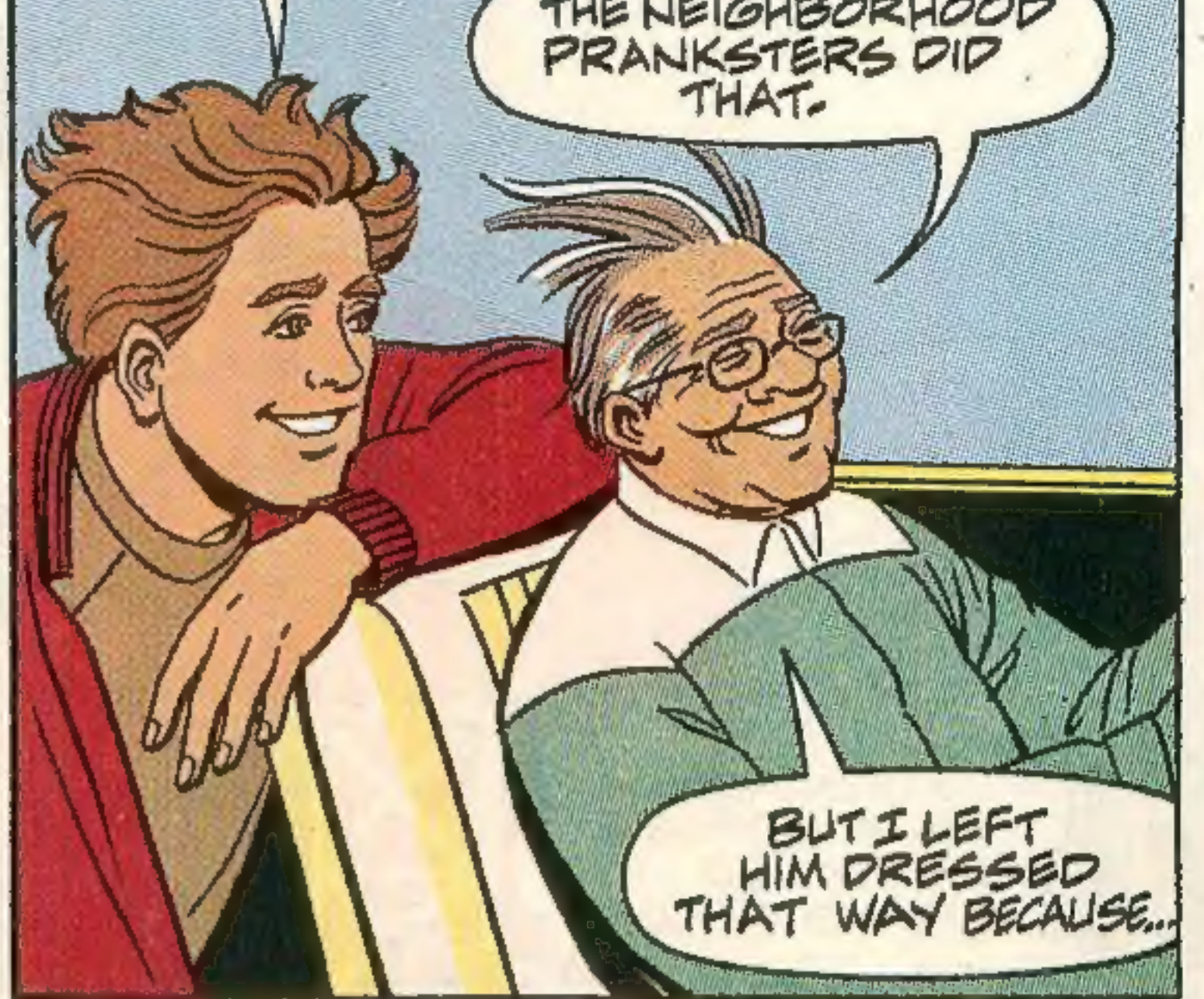
SPEAKING OF ONE-OF-A-KIND, BARBIE,
I'VE NEVER SEEN A SCARECROW
WEARING...



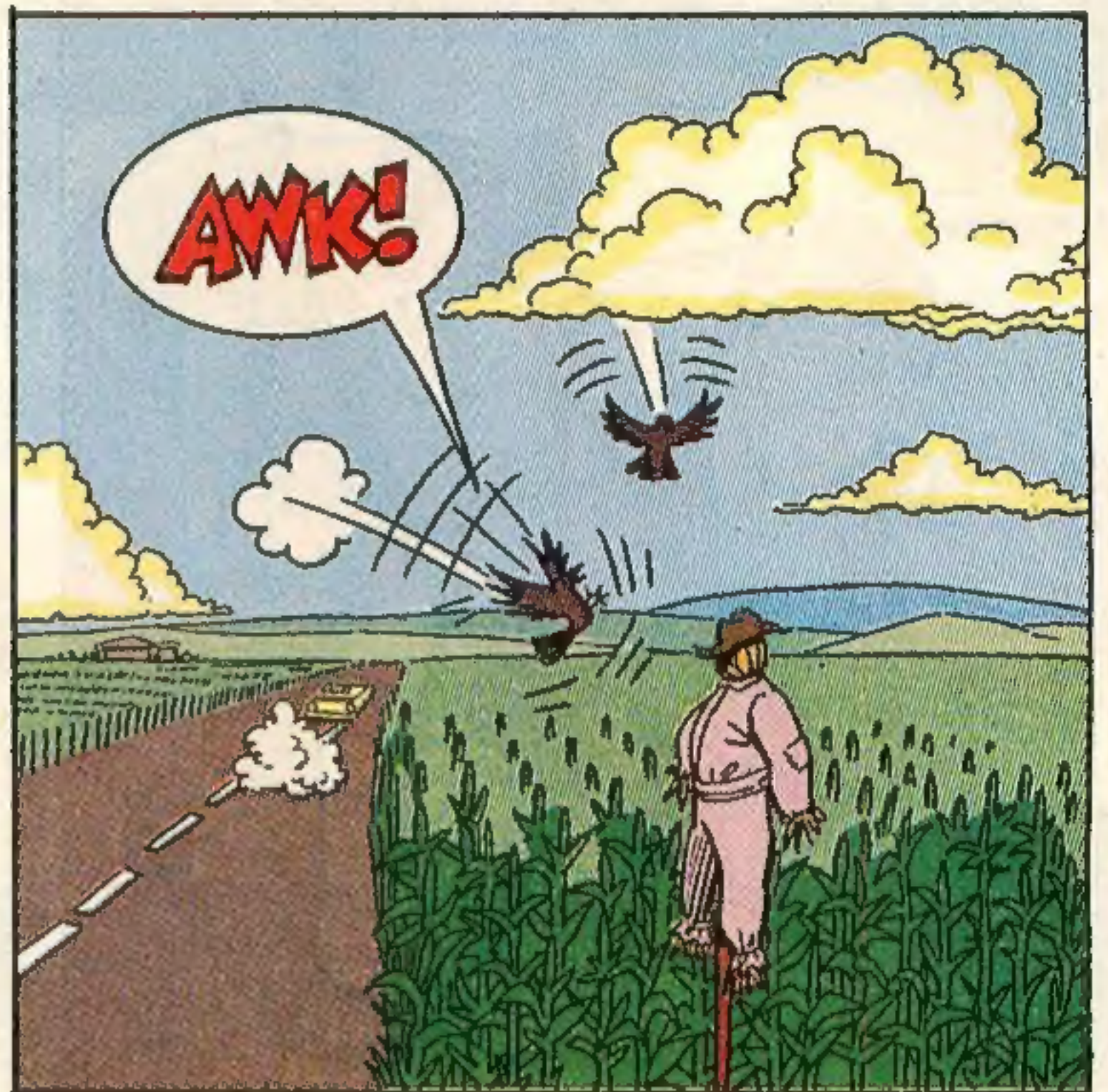
...LONG UNDERWEAR
BEFORE!

THE NEIGHBORHOOD
PRANKSTERS DID
THAT.

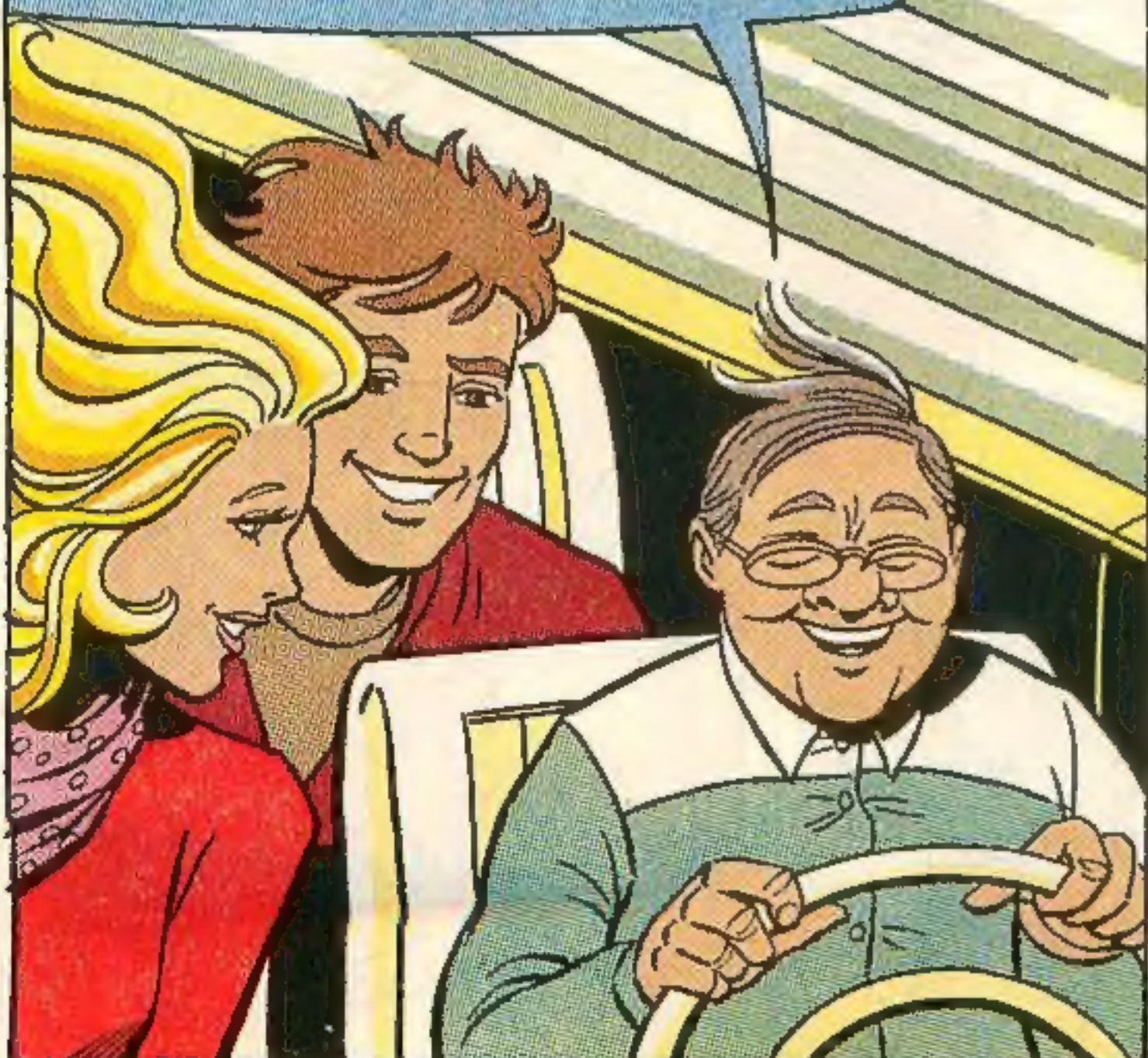
BUT I LEFT
HIM DRESSED
THAT WAY BECAUSE...



AWK!

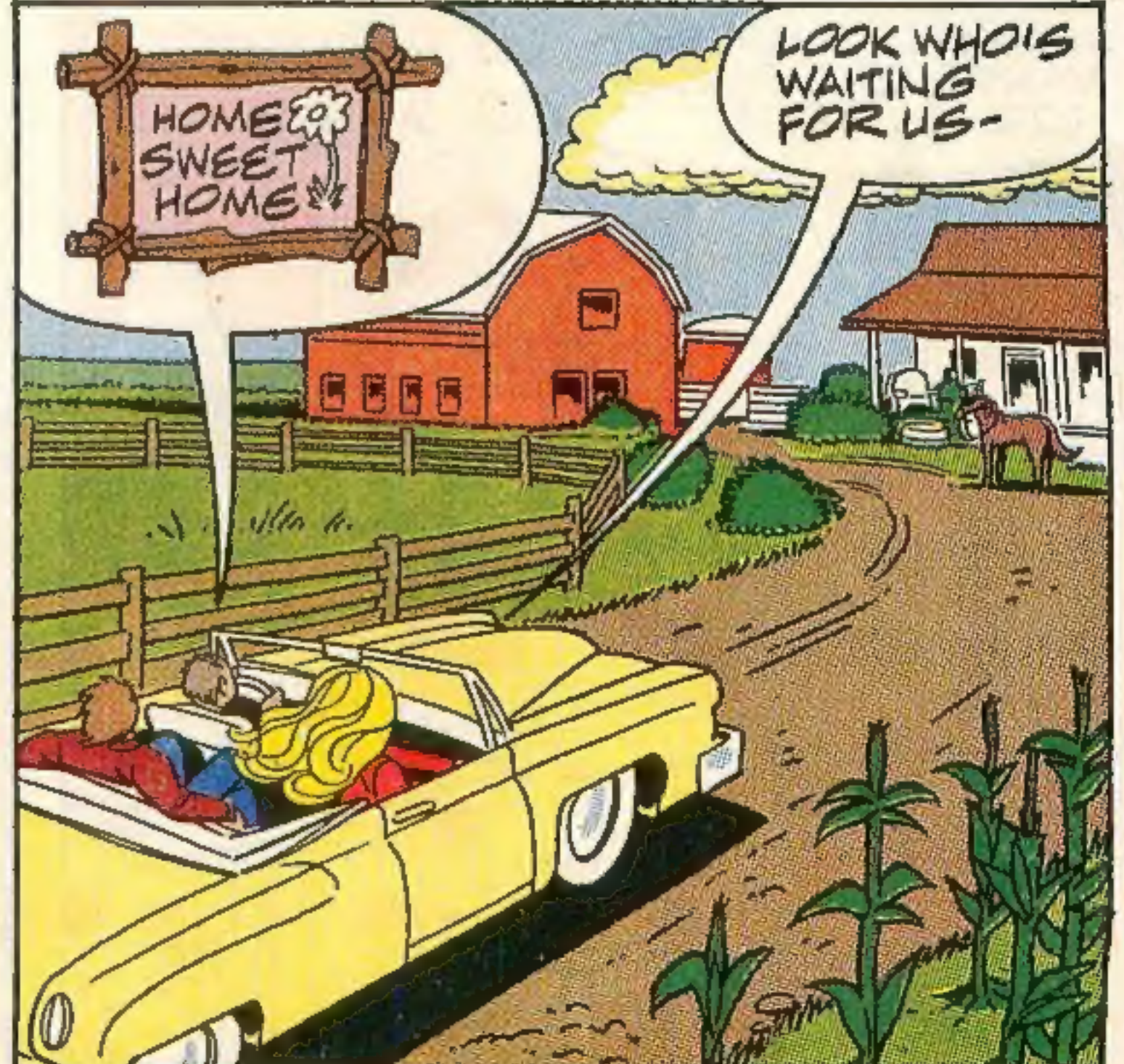


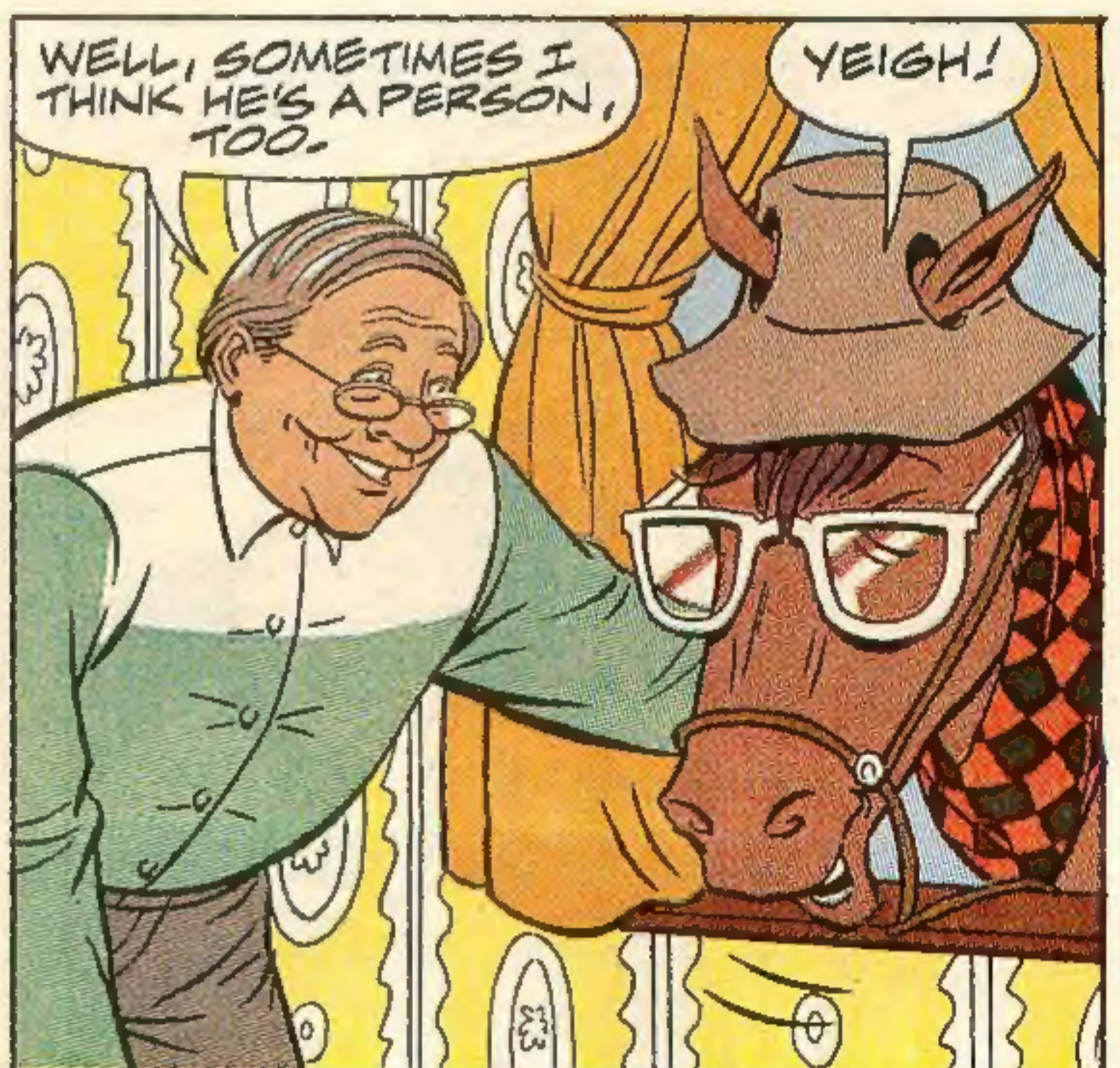
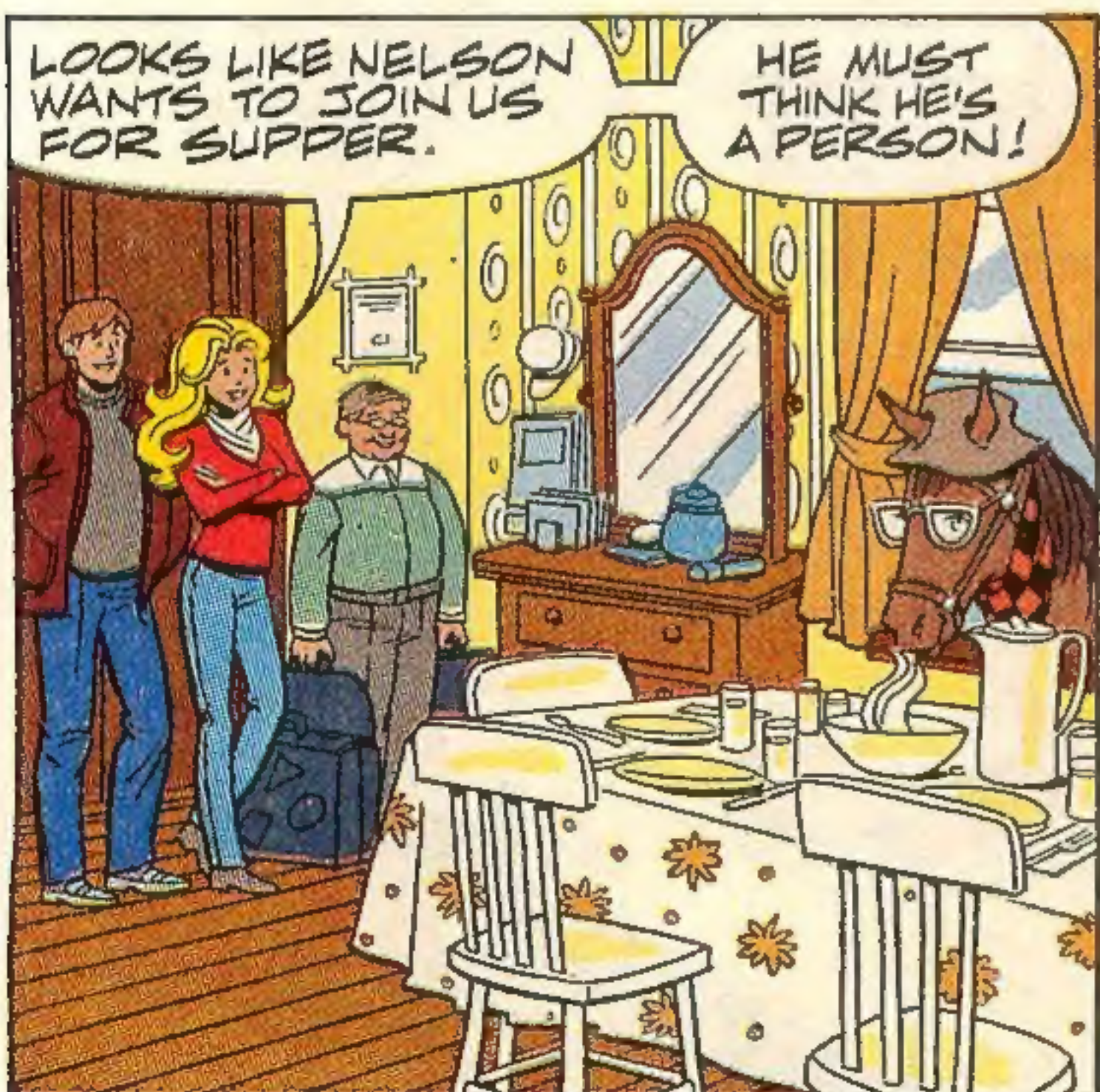
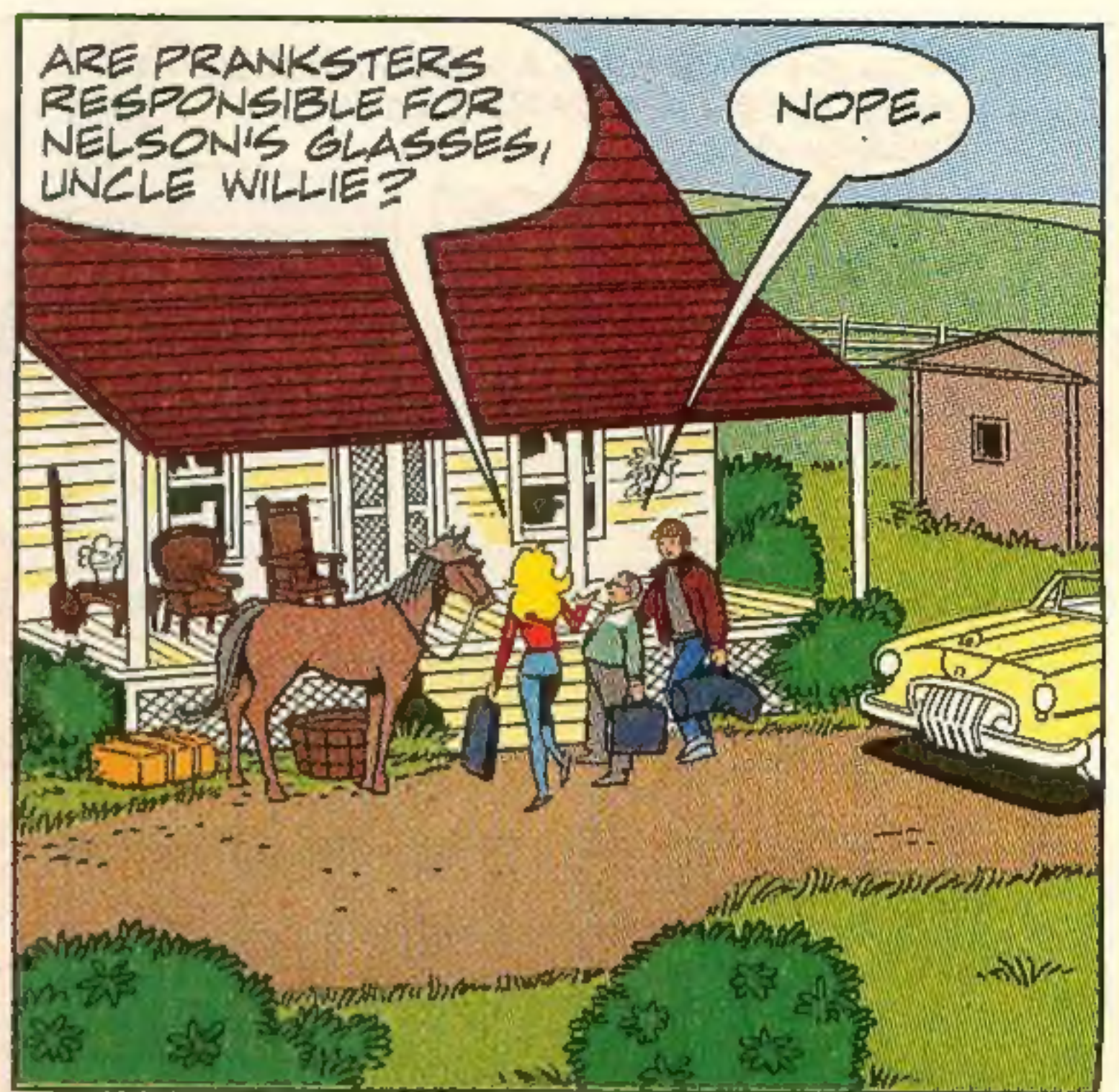
...HE SCARES THE CROWS AWAY.



HOME
SWEET
HOME

LOOK WHO'S
WAITING
FOR US-







Grab these four power-packed games by Konami and find out just how much gripping adventure you can handle!

TEENAGE MUTANT NINJA

TURTLES III® Shredder's Last Stand. Five battle-packed stages of action to thrill you.

BILL ELLIOTT'S NASCAR® RACING

Rev up and rocket through four hot tracks in this slick stock car game.

Get A Grip!

TEENAGE MUTANT NINJA TURTLES®

Defy dangerous odds and diabolical enemies to rescue April O'Neil. Cowabunga!

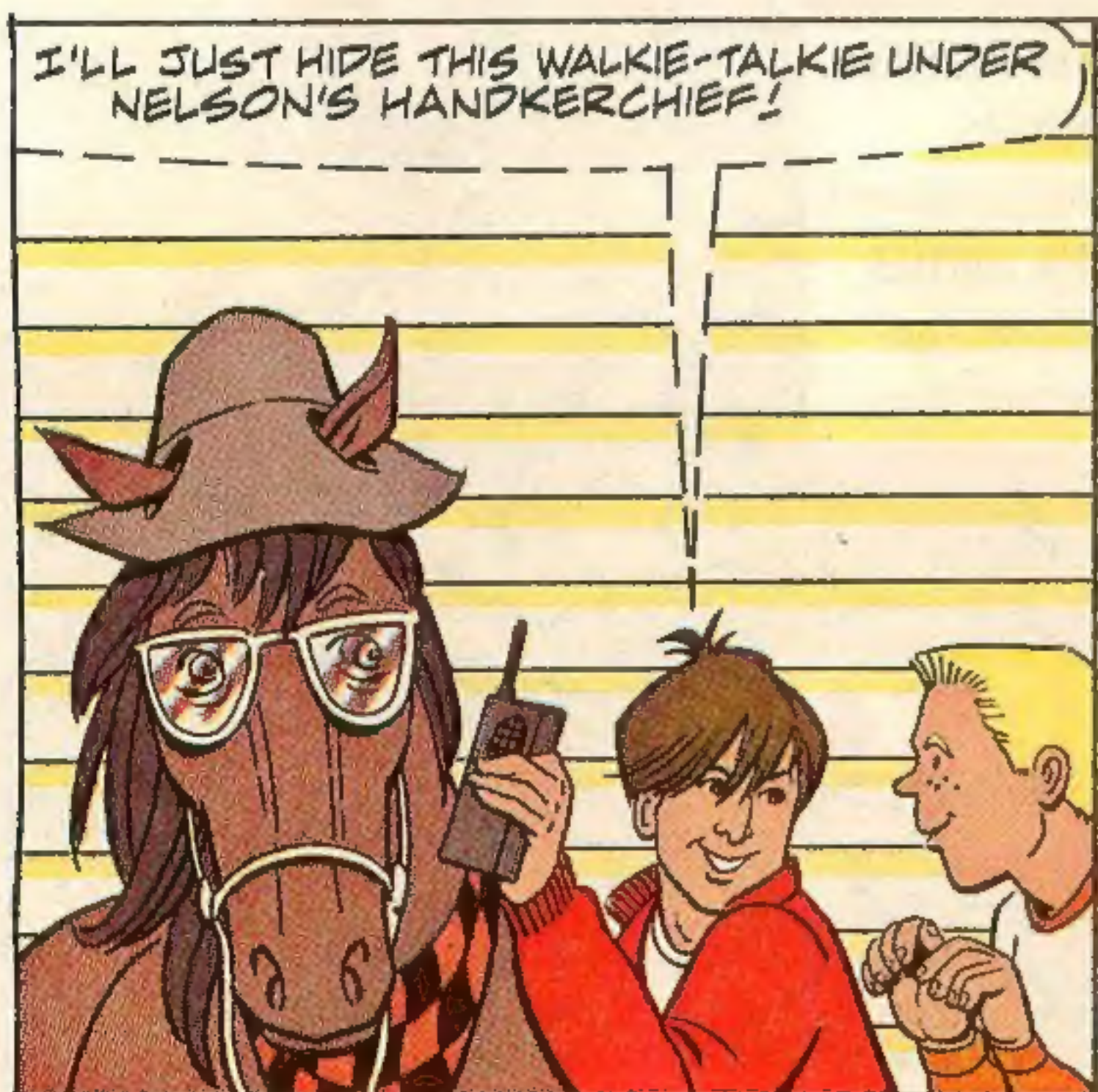
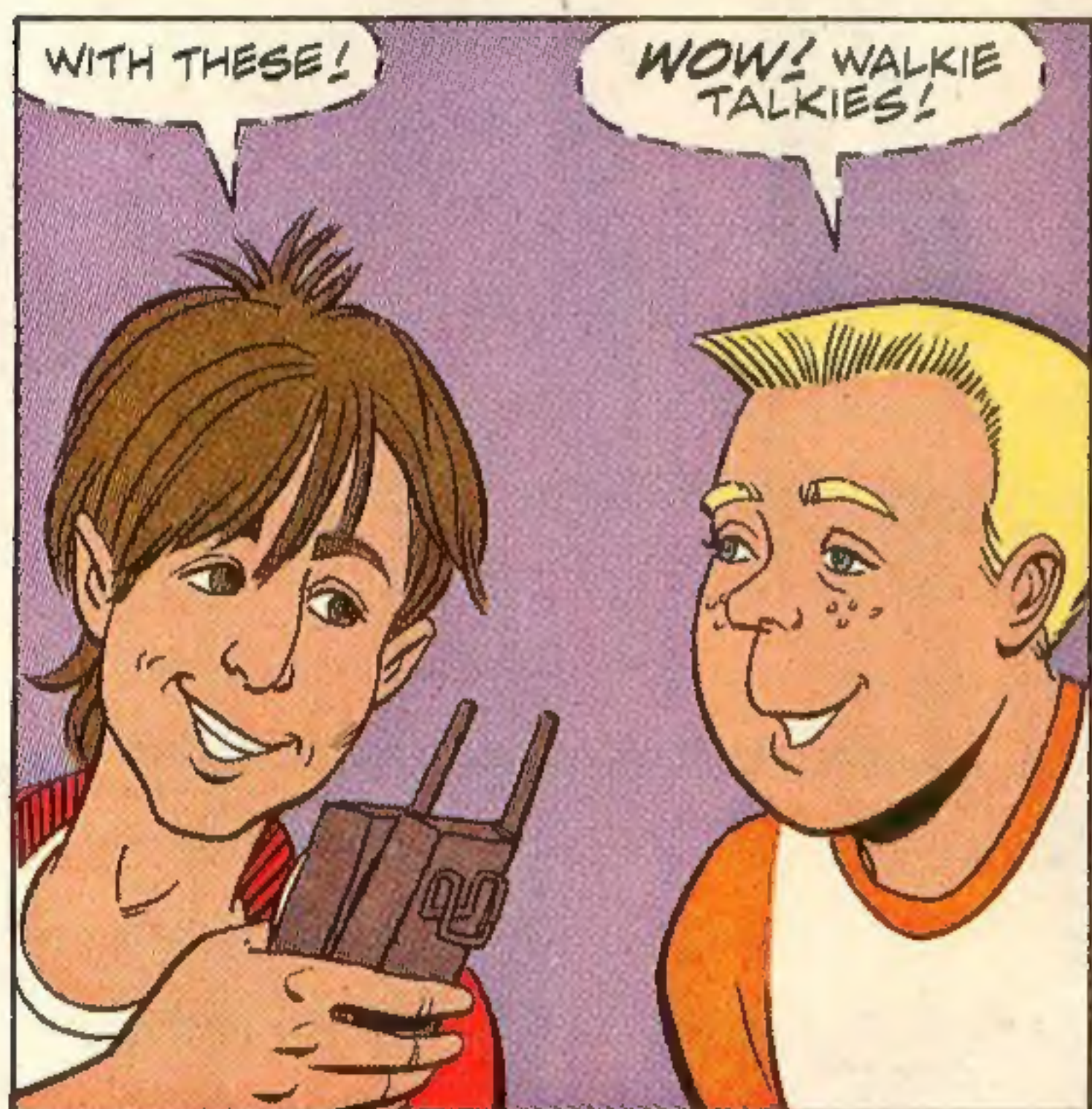
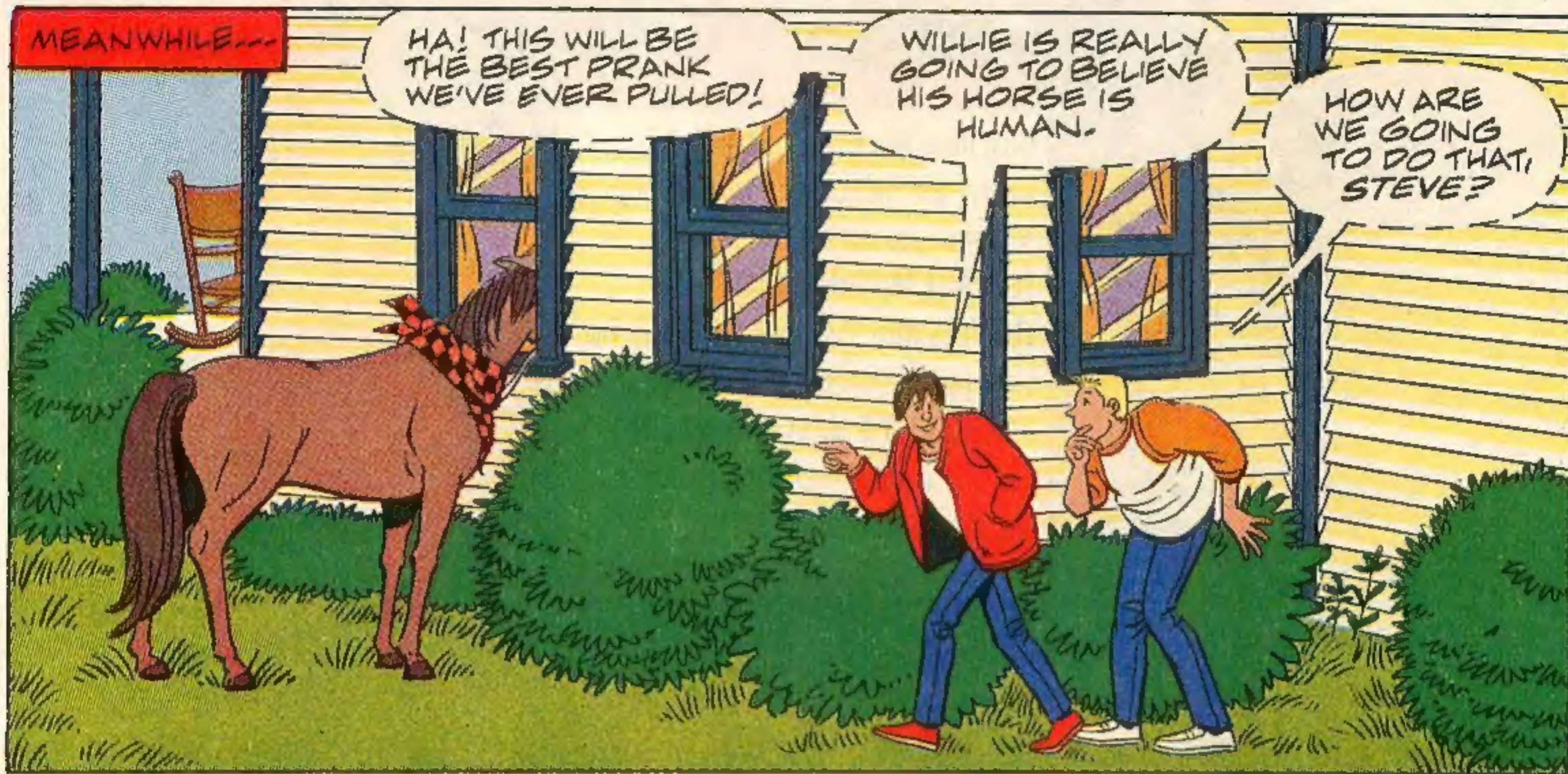
TEENAGE MUTANT NINJA TURTLES

BASKETBALL® Half-shell heroes slam-dunk a full court press of infamous fiends.

WAL-MART®
ALWAYS THE LOW PRICE.

Always.

Konami® is a registered trademark of Konami Co. LTD. Teenage Mutant Ninja Turtles® & © 1991 Mirage Studios. Bill Elliott name, likeness and NASCAR trademark used by License of Advantage Management, Inc.



CHANGE THE COURSE OF EVOLUTION... PLAY TROG!



That crazy, one-eyed cave-man, Trog, is hungry...and dinos Spike and Bloop know what that means: ***RUN FOR YOUR LIVES!***

Change the course of evolution: don't become Trog's Stone Age Feast! Instead, race through 50 fun-filled islands, witnessing the greatest inventions of all time: fire, the wheel, the pogo stick (the pogo stick?)—all invented by Trog to catch his dinner—you!

Save the Dinos...or you're extinct!



Don't be the main course in Trog's Stone Age feast!



Trog discovers fire and the Bar-B-Que... all in one day!



Munch on a pineapple and become a Trog-stompin' T-Rex!



Don't stop now—you've got 50 action-packed islands to explore!

**BASED
ON THE
ARCADE
HIT!**

**WIN A
TROG!
ARCADE GAME!
SEE DETAILS
ON BOX**



Acclaim
entertainment inc.
Masters of the Game™

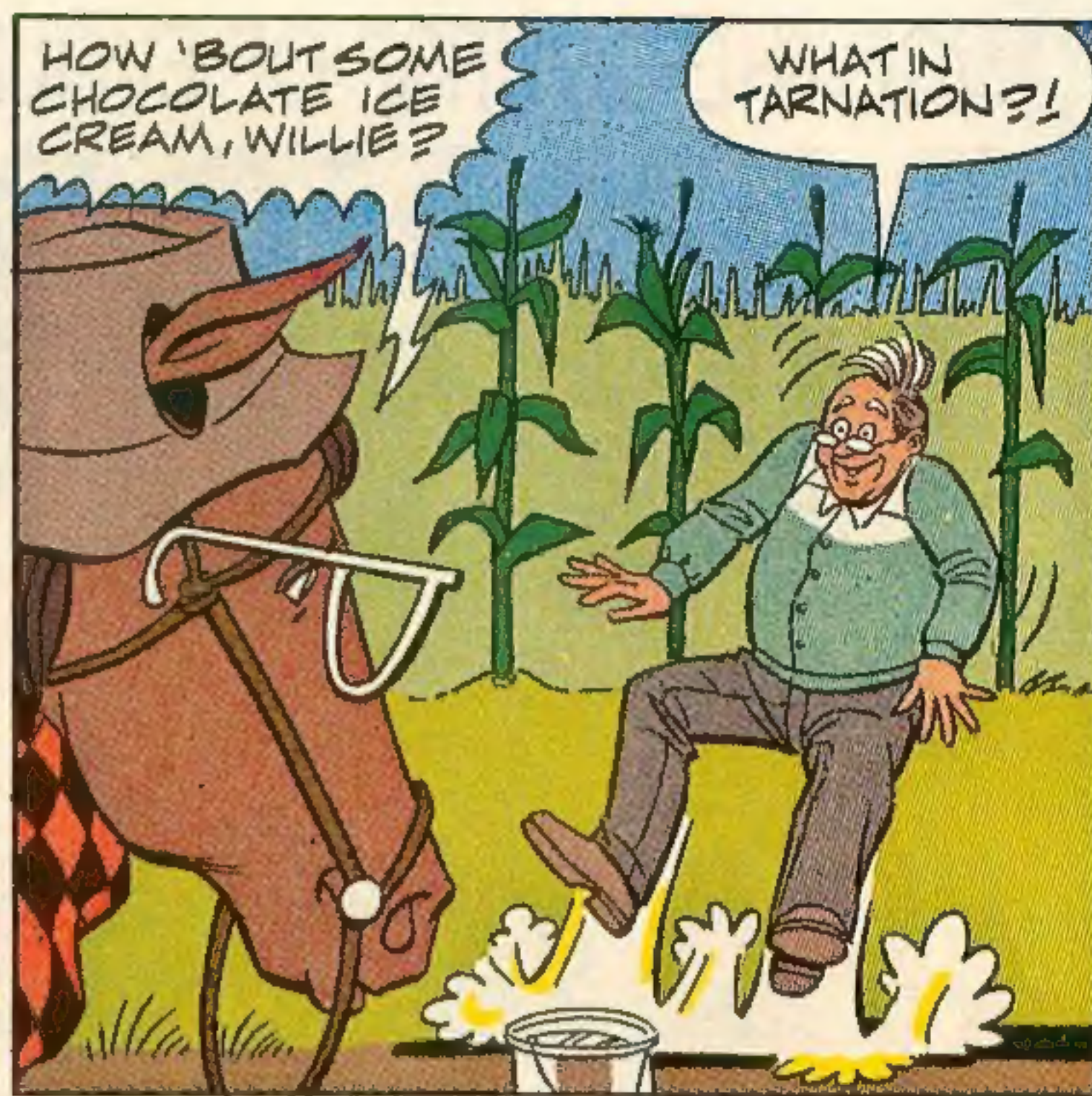
Licensed by Nintendo
for play on the
Nintendo
entertainment
system

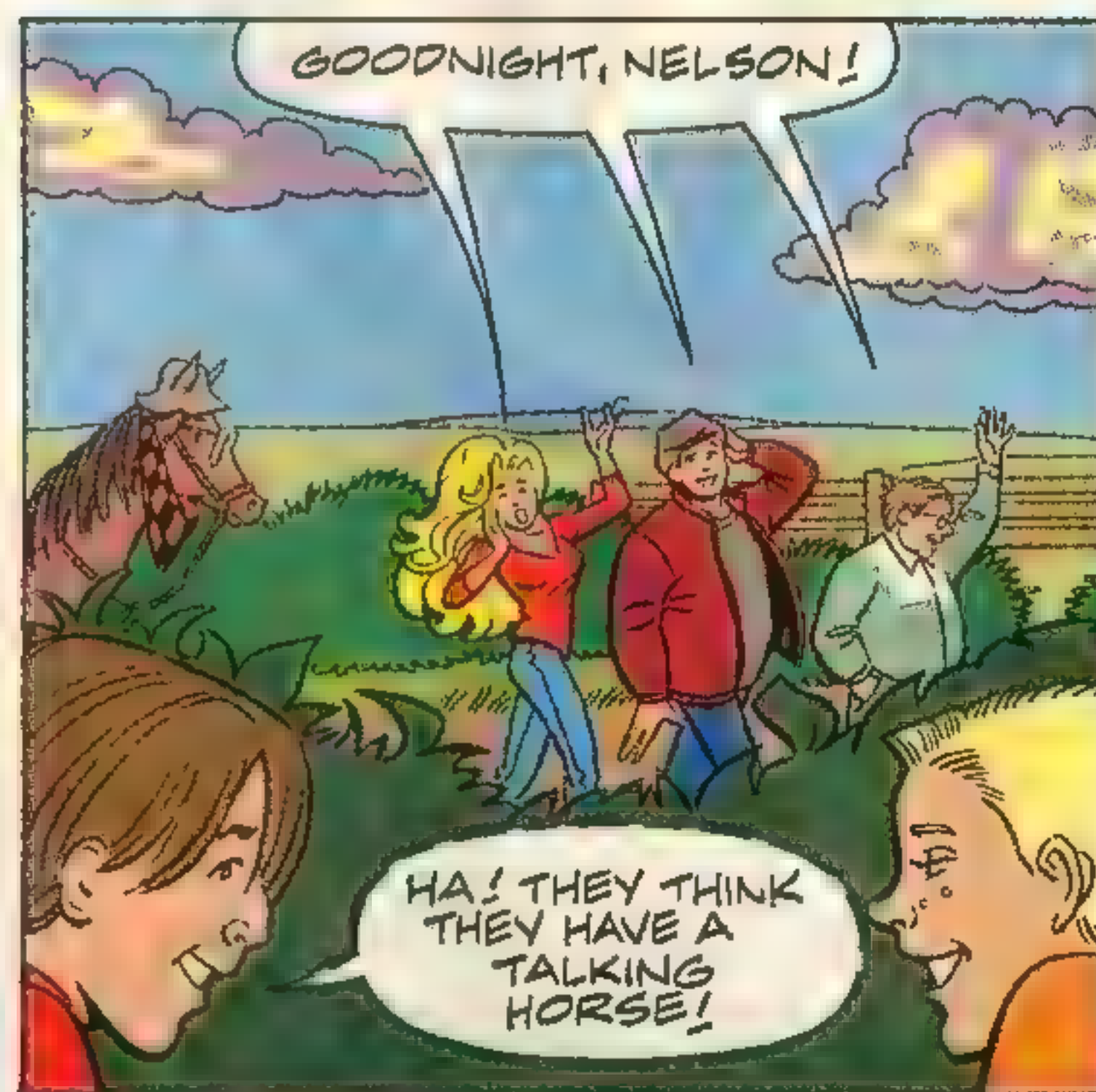
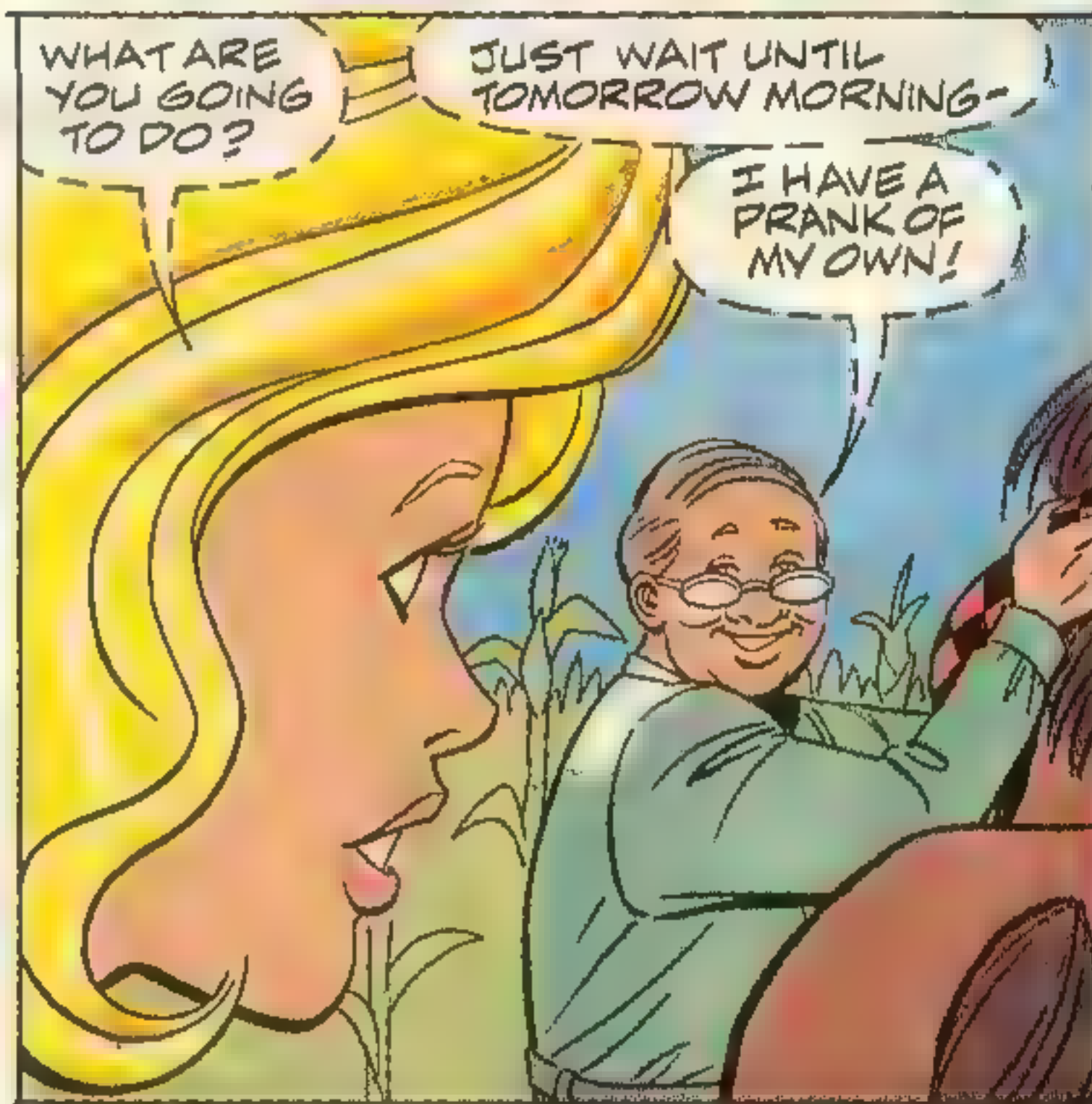
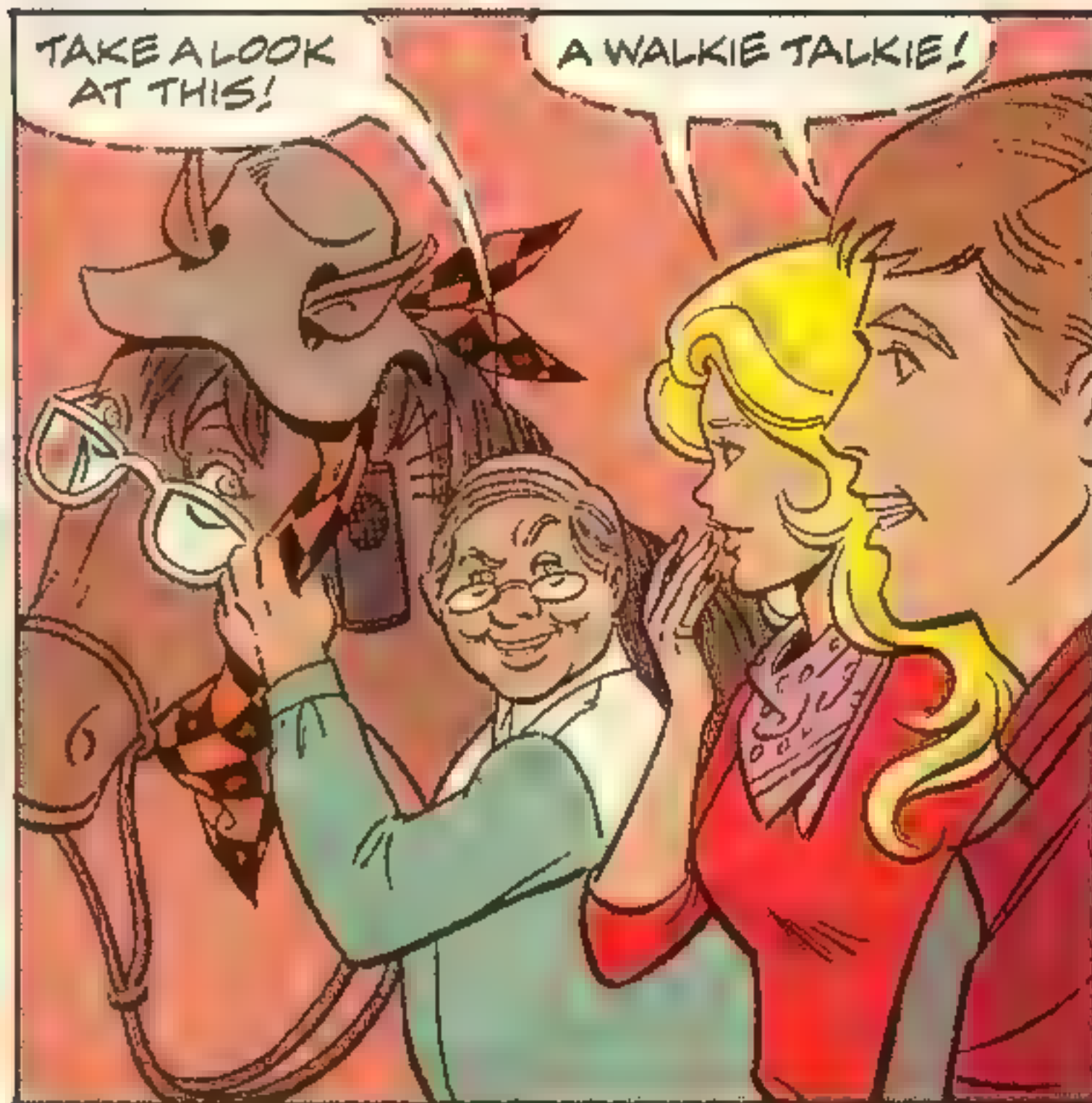
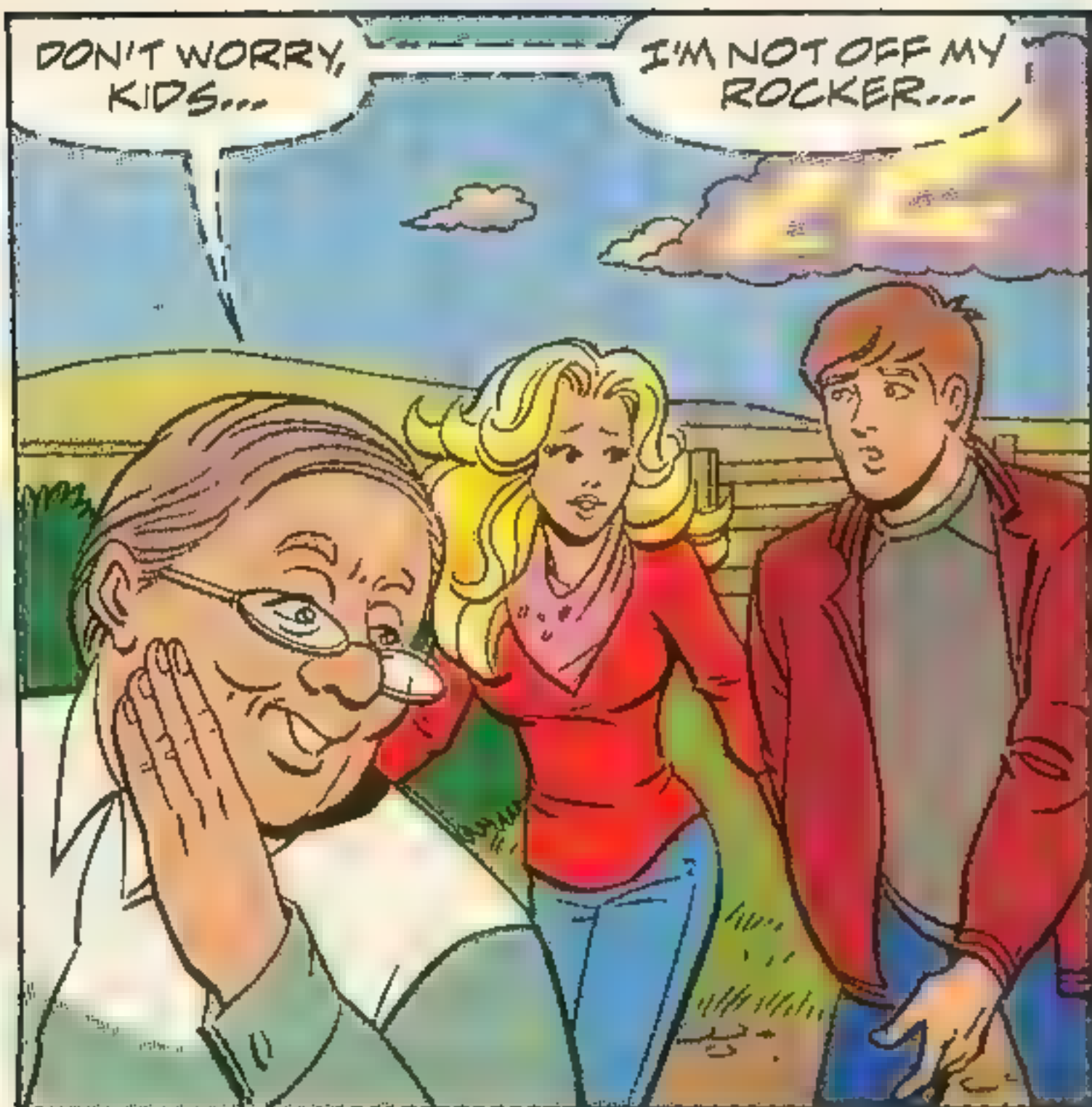
Official
Nintendo
Seal of Quality

SEE SPECIALLY MARKED BOXES FOR ENTRY DETAILS.

Win a video arcade game! NO PURCHASE NECESSARY. For a complete set of rules send a self addressed, stamped envelope to: "Trog Arcade Game" Rules, P.O. Box 94, Oyster Bay, New York 11771. WA and VT residents need not include return postage. Sweepstakes ends 12/31/92. Void in Quebec and wherever else prohibited. Not sponsored by Nintendo®.

Trog™ © 1990 All rights reserved. Licensed from Midway Manufacturing Company. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. All rights reserved. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. © 1991 Acclaim Entertainment, Inc. All rights reserved.





WANT TO PLAY A GREAT GAME, BOY?

It's your pal, Beetlejuice™ here to bamboozle those bewitchers from the Neitherworld vacationing at lovely Lydia's place. This house is HAUNTED! Flying cups and saucers and clothes that spring to life cause quite a panic, especially when they're coming for you! It's a horrific 5-level challenge to spook attic ghastriles, rattle angry skeletons and scare ghostly bats. Vampires may even join you for a "bite" to eat. Hmm... maybe we should skip lunch today.

These Neitherworld ghouf-o-rannas are no match for us. Has the "ghost with the most" ever let you down?!!



Graveyard Mix-up!



Neitherworld Pogonake!



Funny face scare-off!

BEETLEJUICE



Check out the
"GHOST WITH
THE MOST"
for your NES™ too!



PRODUCED BY
GAMES BY

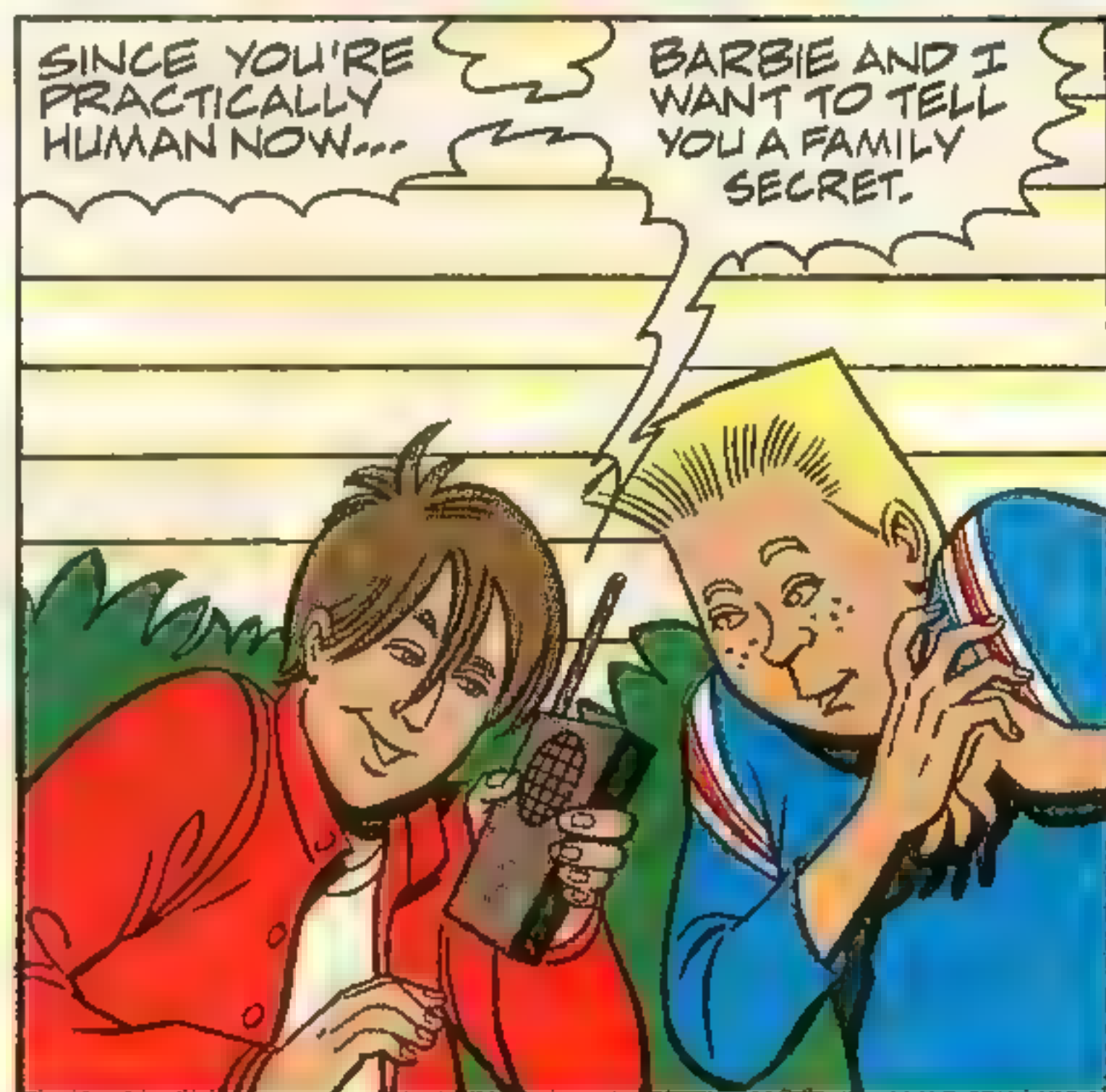
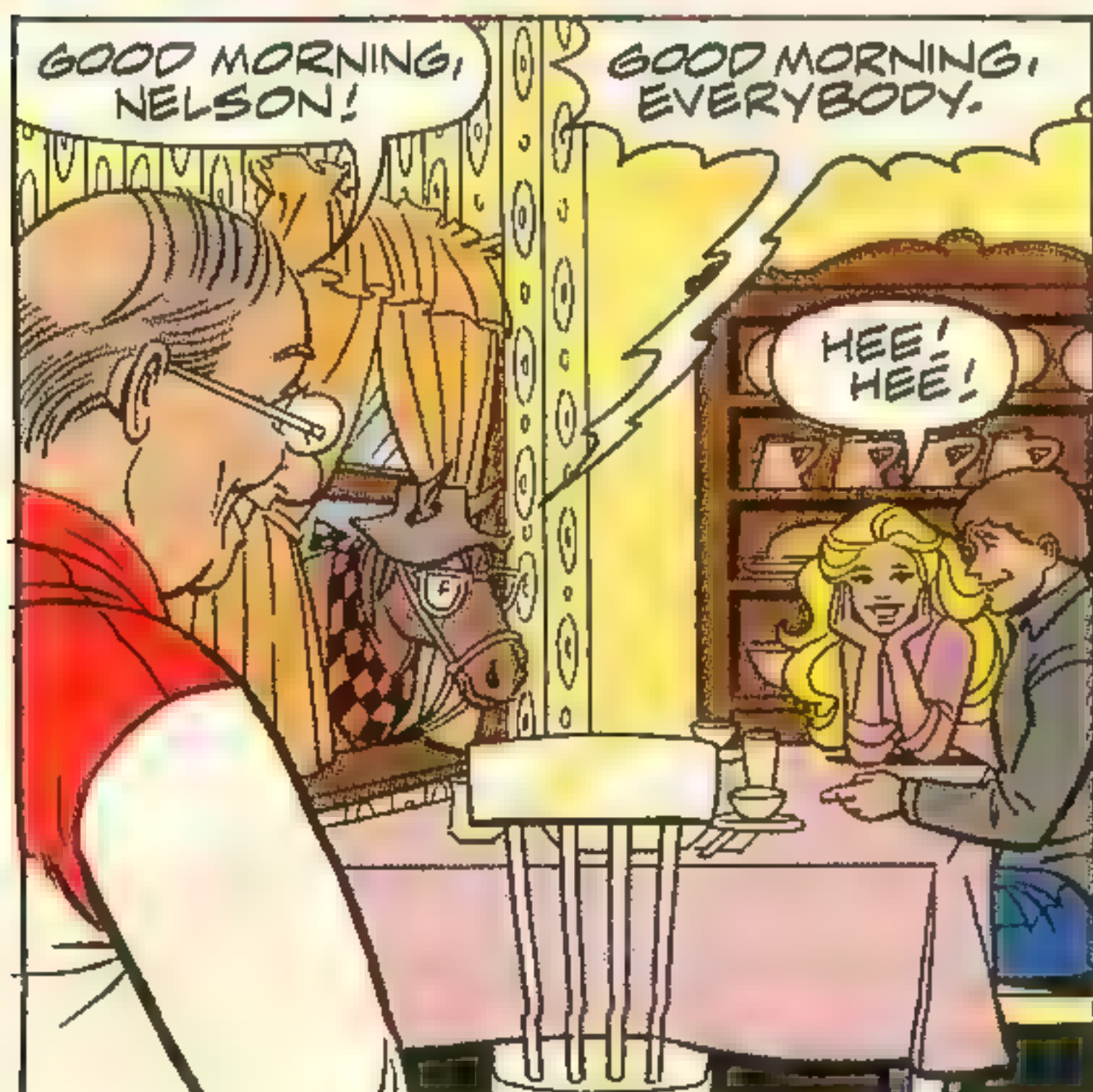
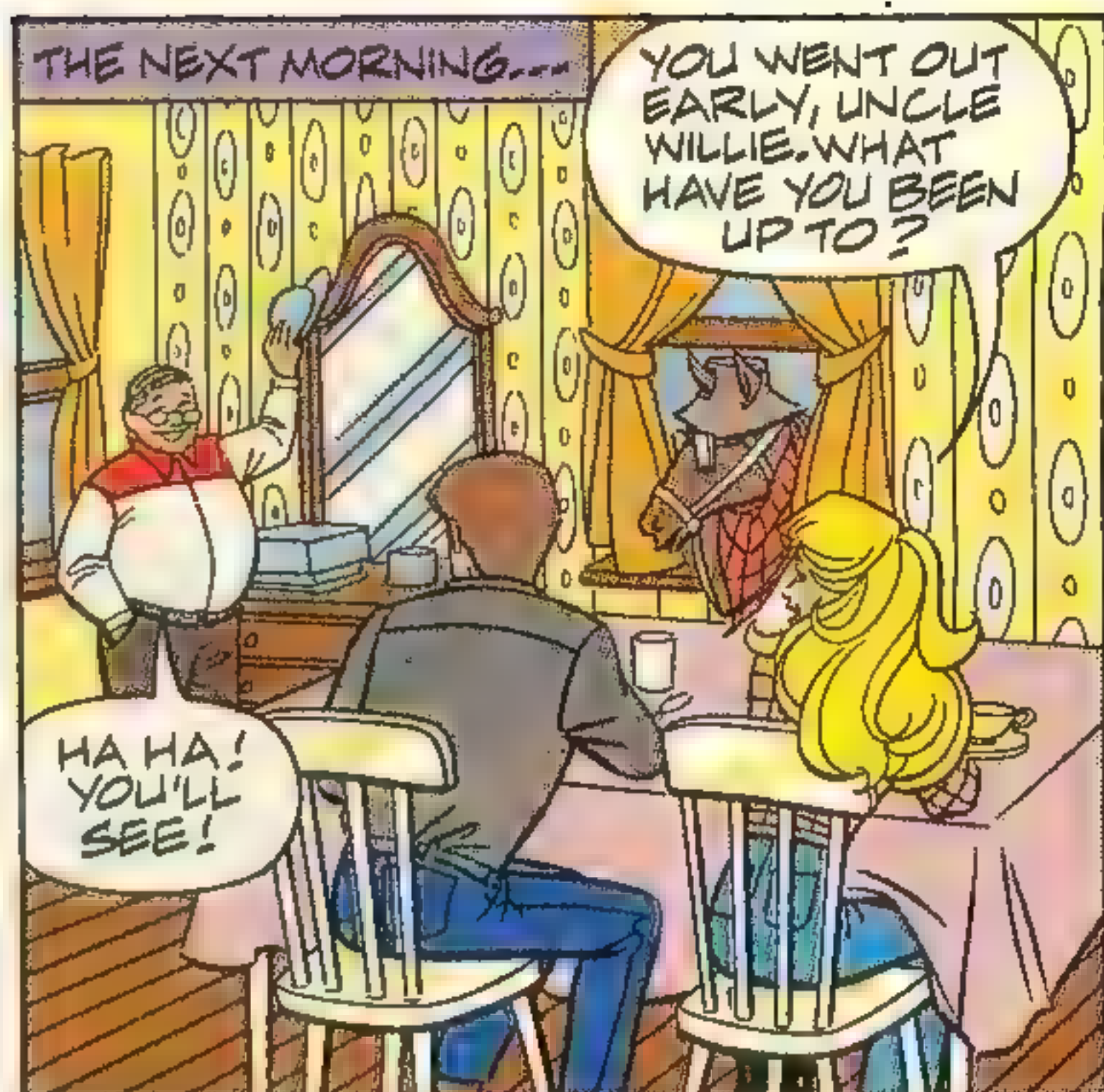
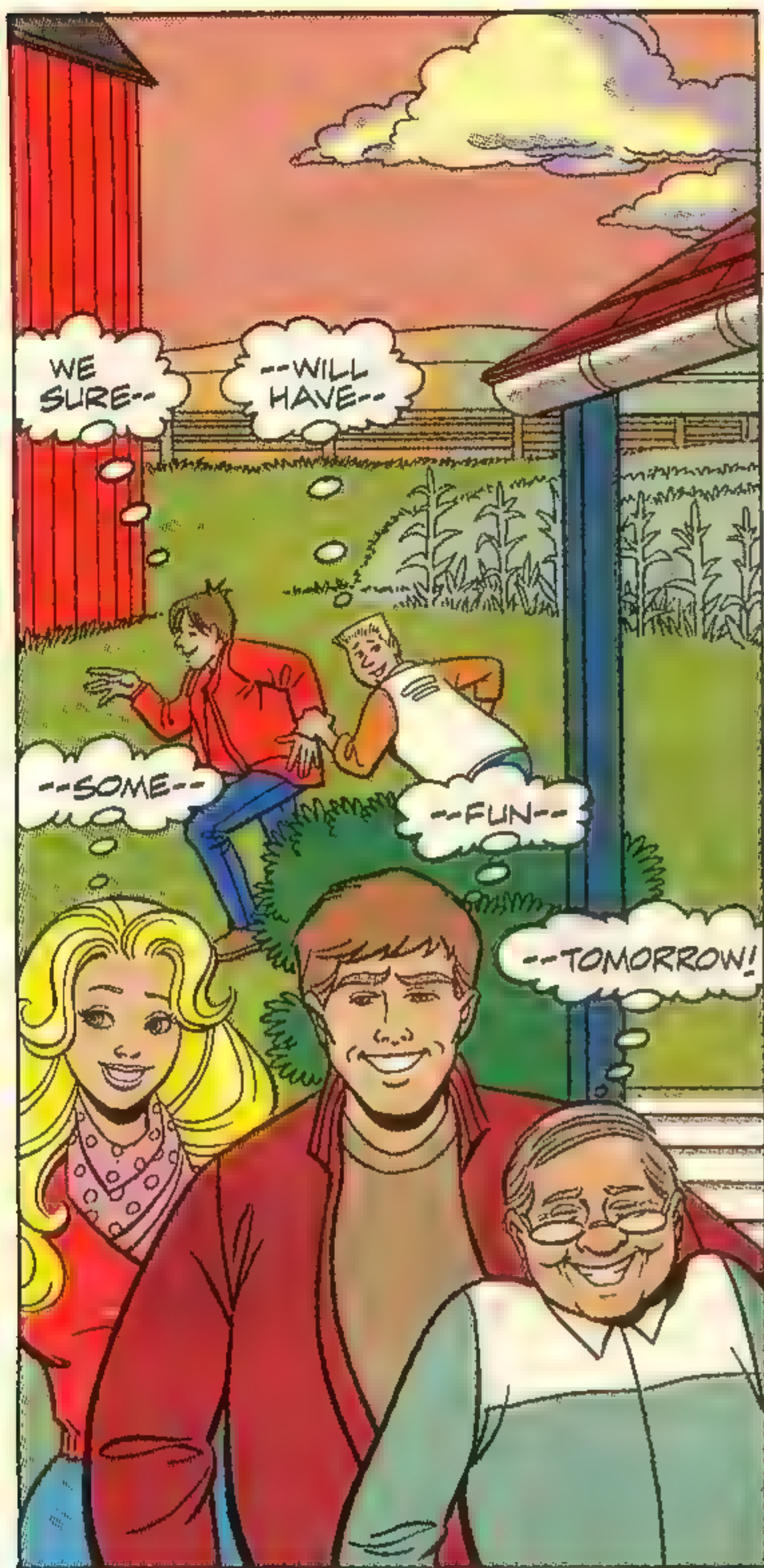
Lin



BEETLEJUICE™, characters, names
of Nintendo of America, Inc. LIN® is

works of the Geffen Film Company
Ltd. ©1991 LIN Ltd. All Rights Reserved

Nintendo Entertainment System®, Game Boy® and the official seals are trademarks





Think Fast.

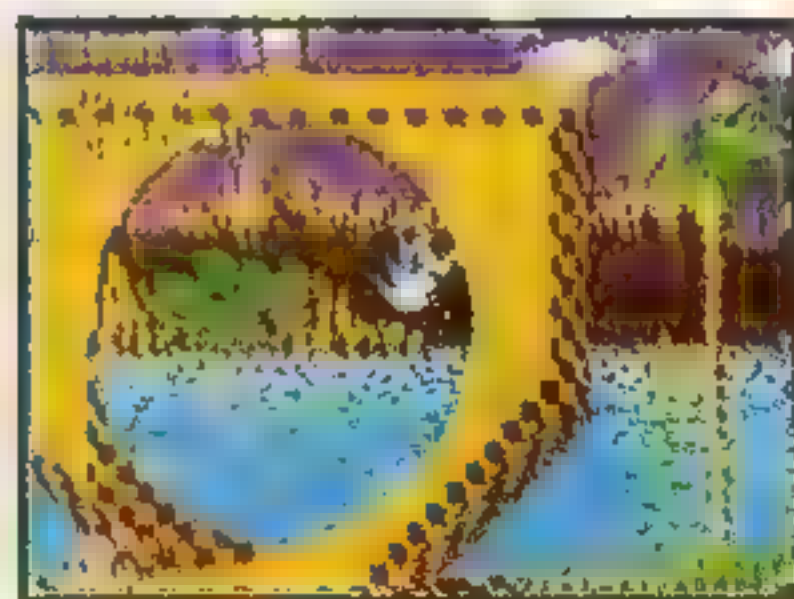
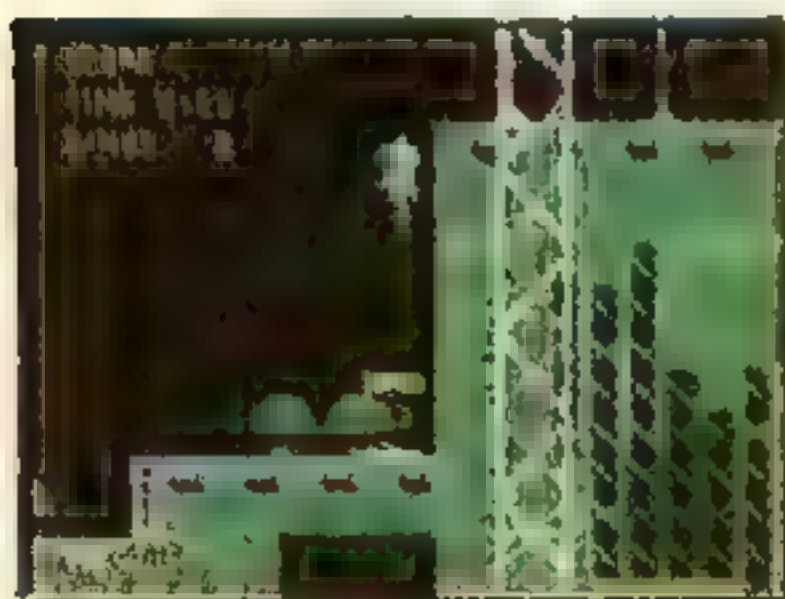
C'mon faster. Because here comes Sonic The Hedgehog.™ He's the fastest critter the world has ever seen, and he's a hedgehog with a major attitude.

Watch him smirk in the face of danger as he blazes his way through hilly pastures, underwater caverns, marble ruins, strange cities and a cybernetic world of enemies in a race to save his buddies.

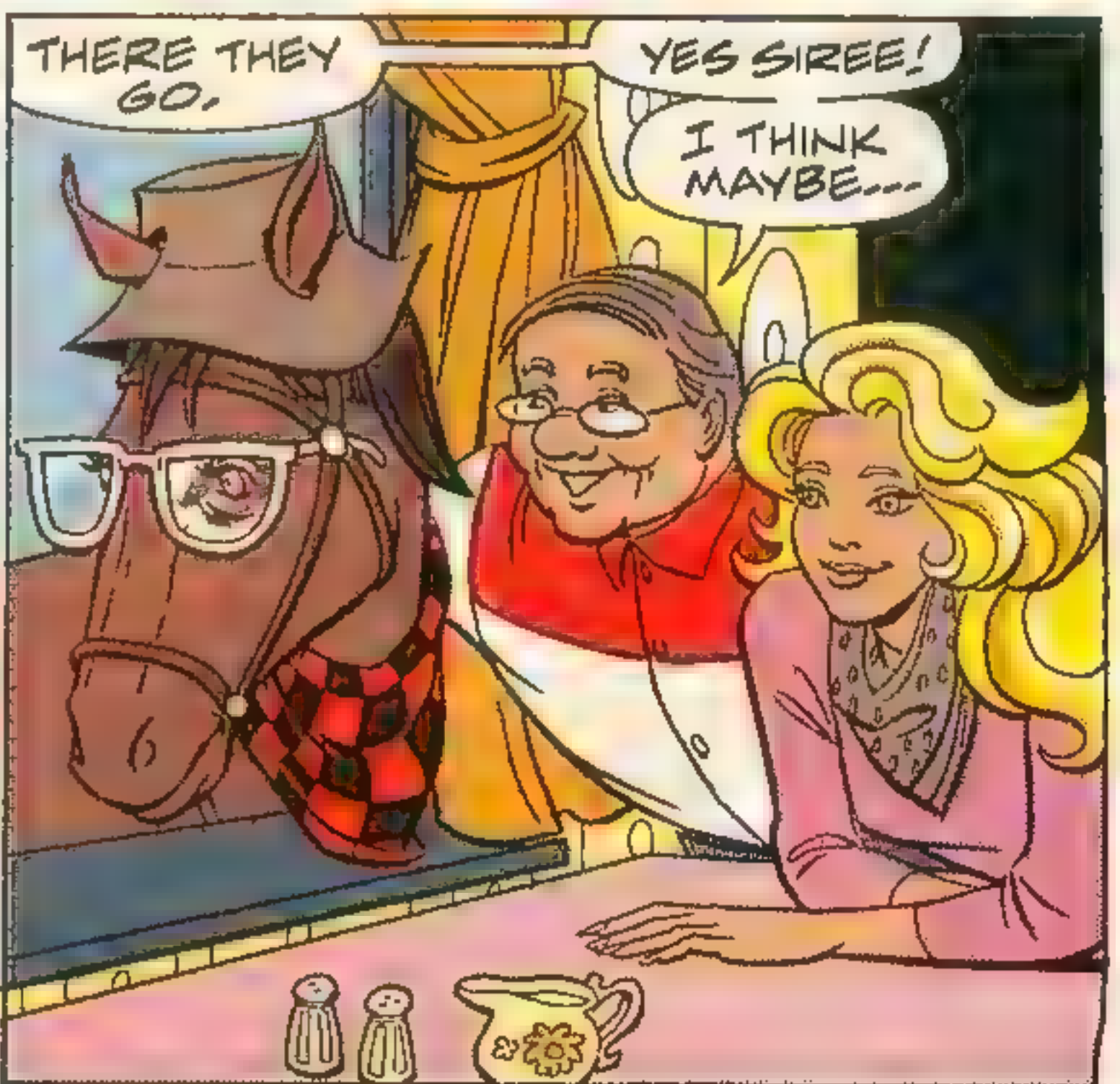
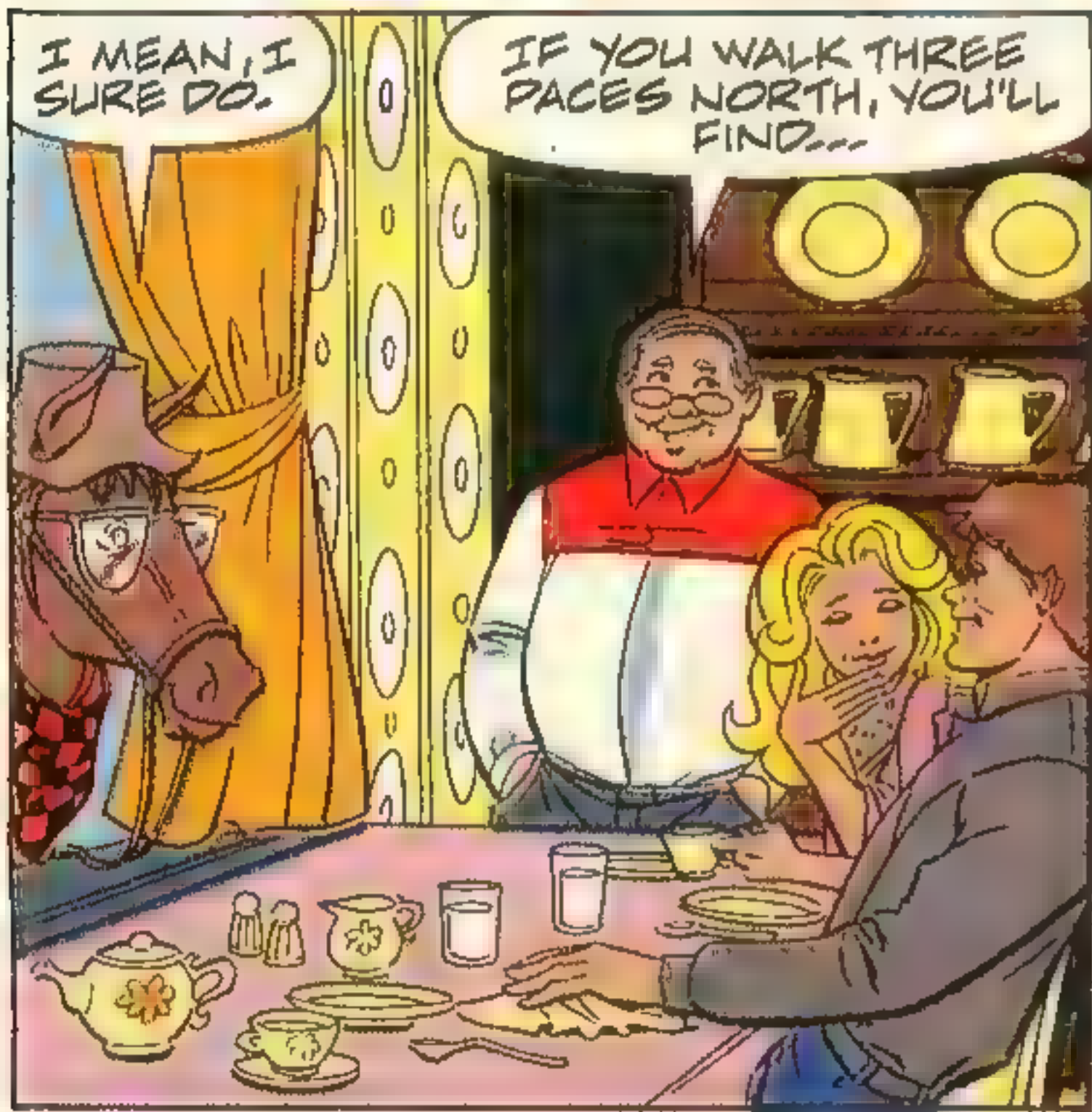
Sonic's got everything a hedgehog could ever want: tricks, gadgets and speed. So don't blink or you might just miss him. Sonic is sold separately or included when you buy a Sega™ Genesis 16-bit system.

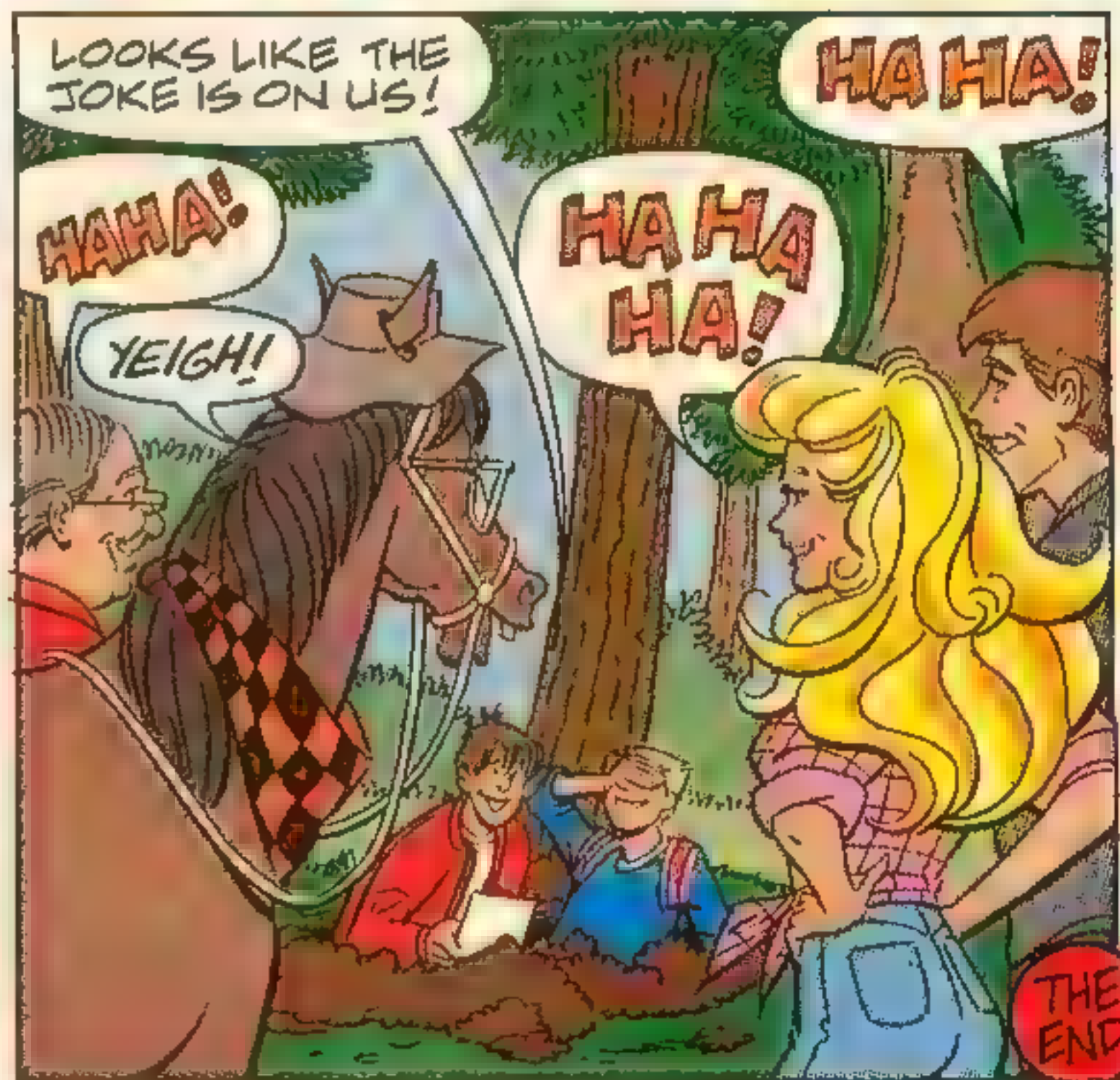
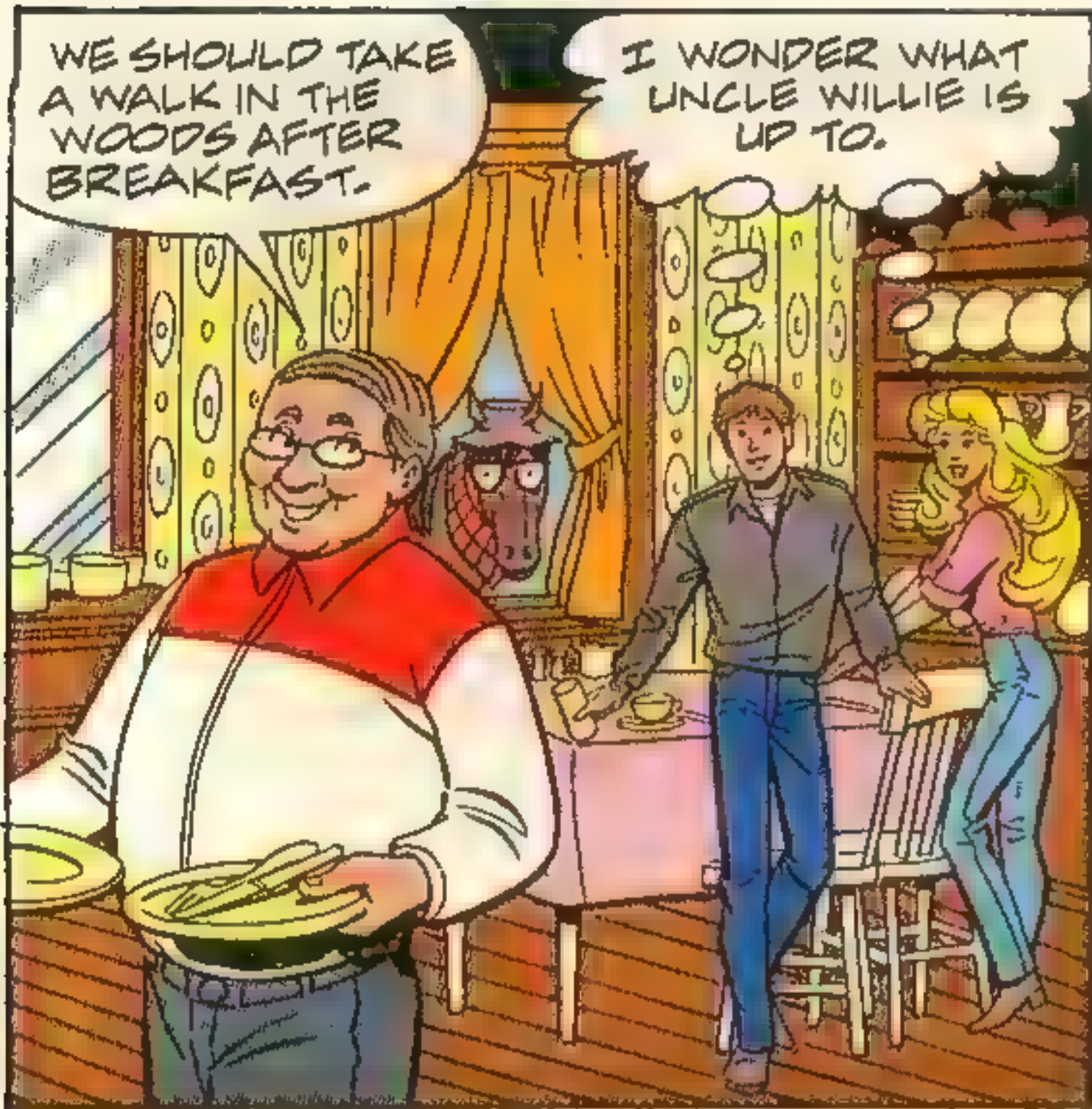
**SEGA
GENESIS™**

Leading the 16-bit revolution.™



Sega, Genesis and Sonic The Hedgehog and the distinct likenesses thereof are trademarks of Sega of America, Inc.
© 1991 Sega of America, Inc., 130 Shoreline Drive, Redwood City, CA 94065.



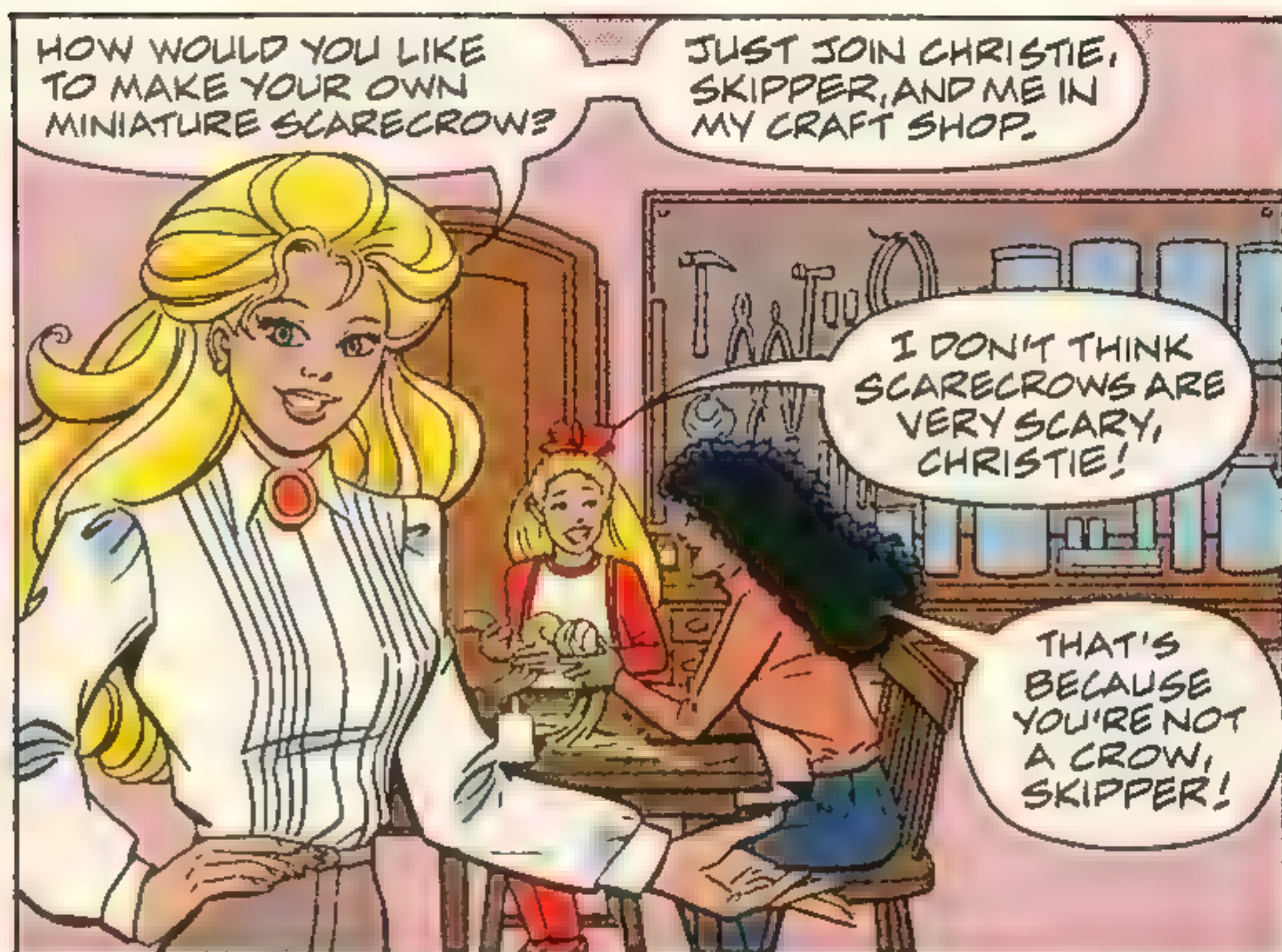


Barbie

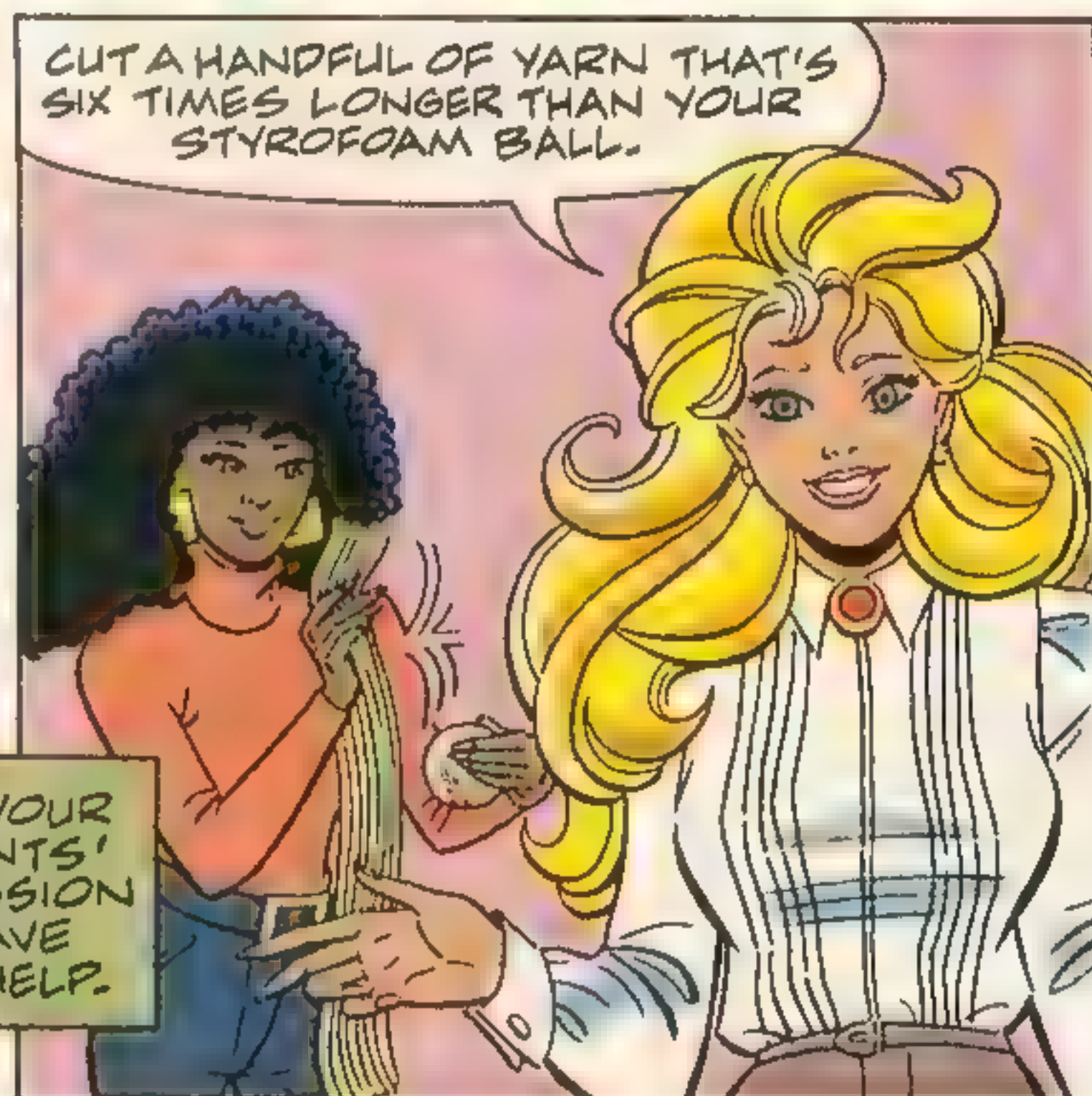
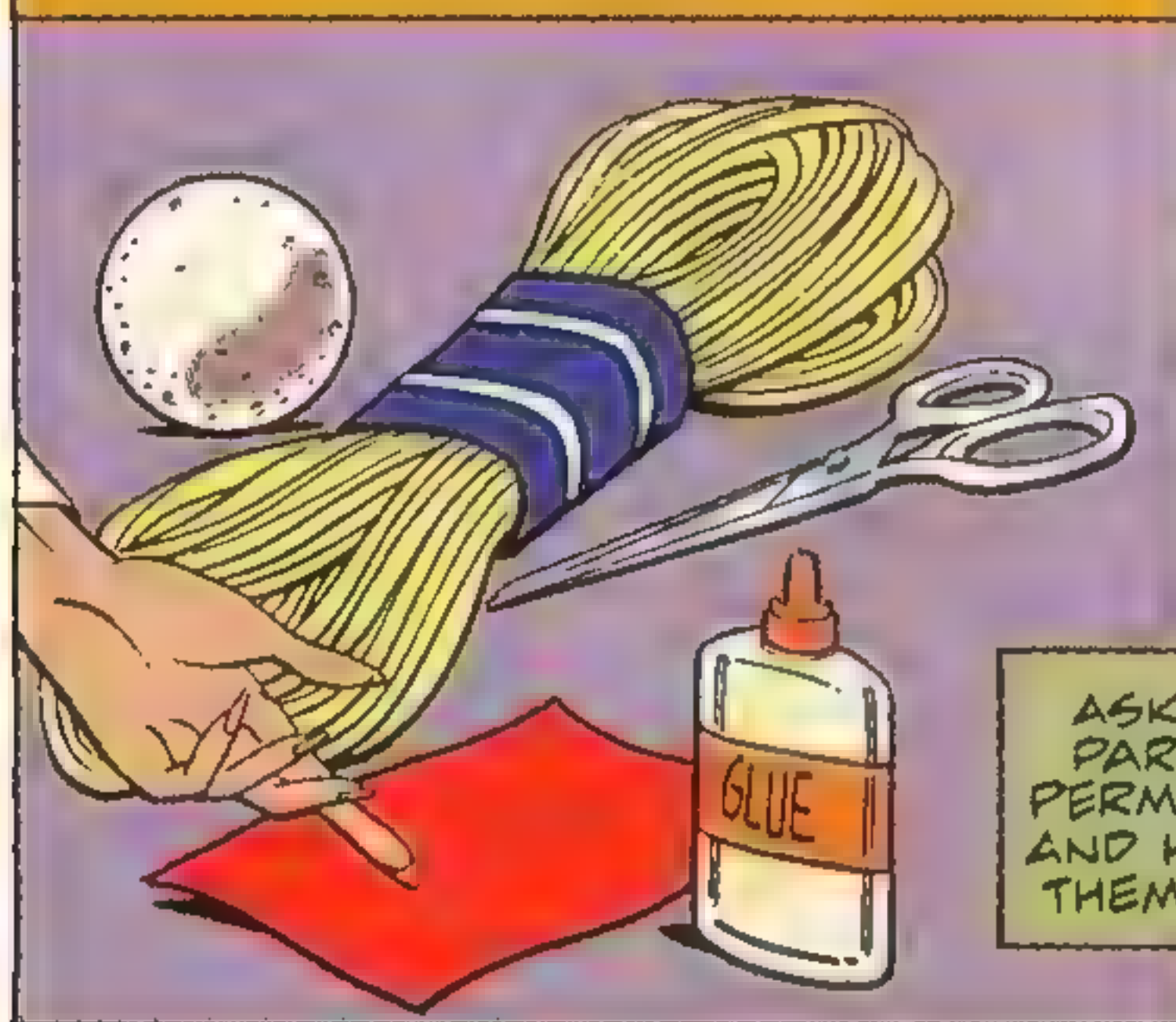
Craft Shop

Make a Scarecrow!

TRUSIANI • WILSHIRE
MUSHYNSKY



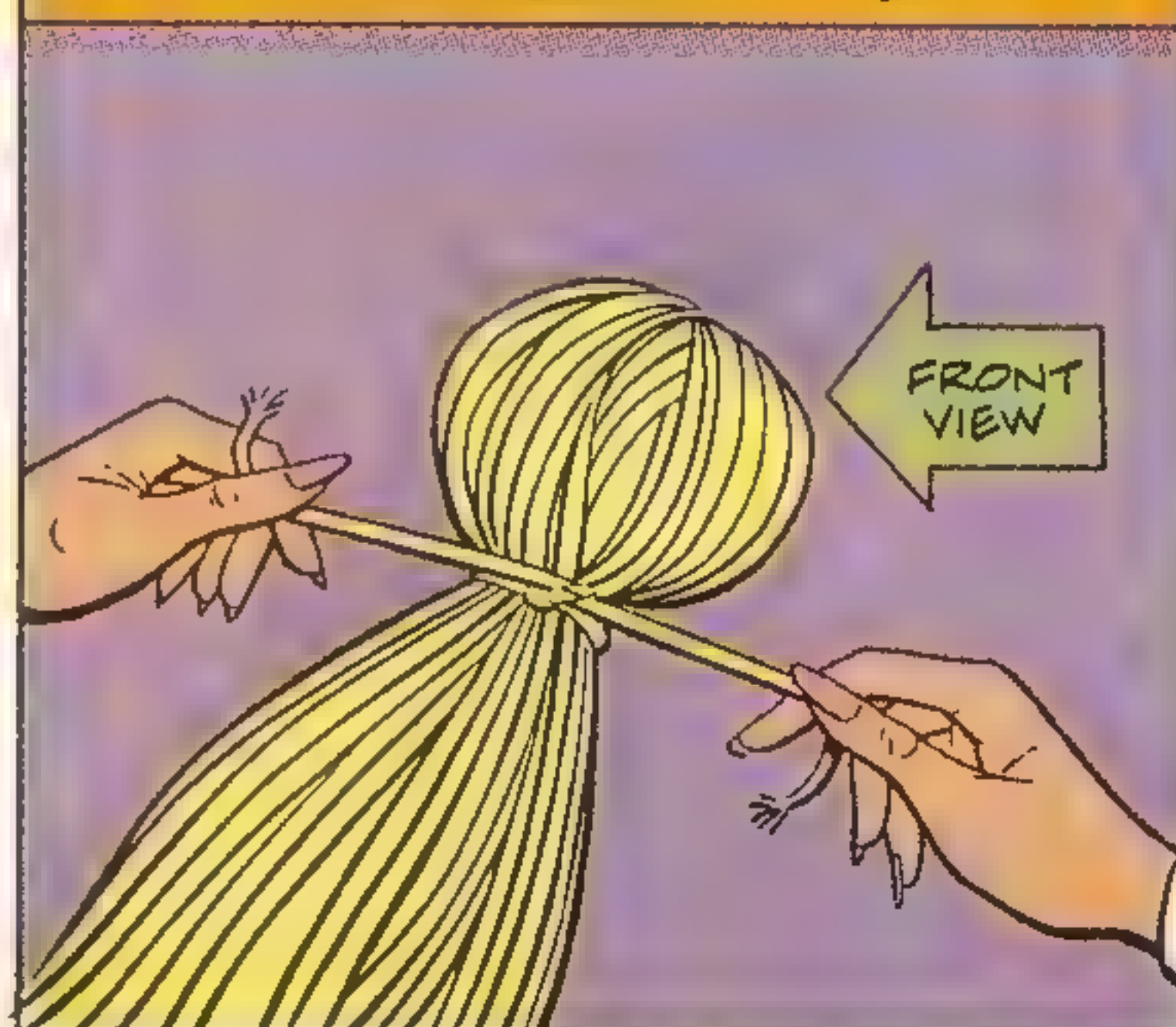
ALL YOU NEED IS YARN (OR STRAW), A SMALL STYROFOAM BALL, FELT, SCISSORS AND GLUE.



NOW DRAPE THE YARN OVER THE BALL SO IT HANGS EVENLY ON EACH SIDE.



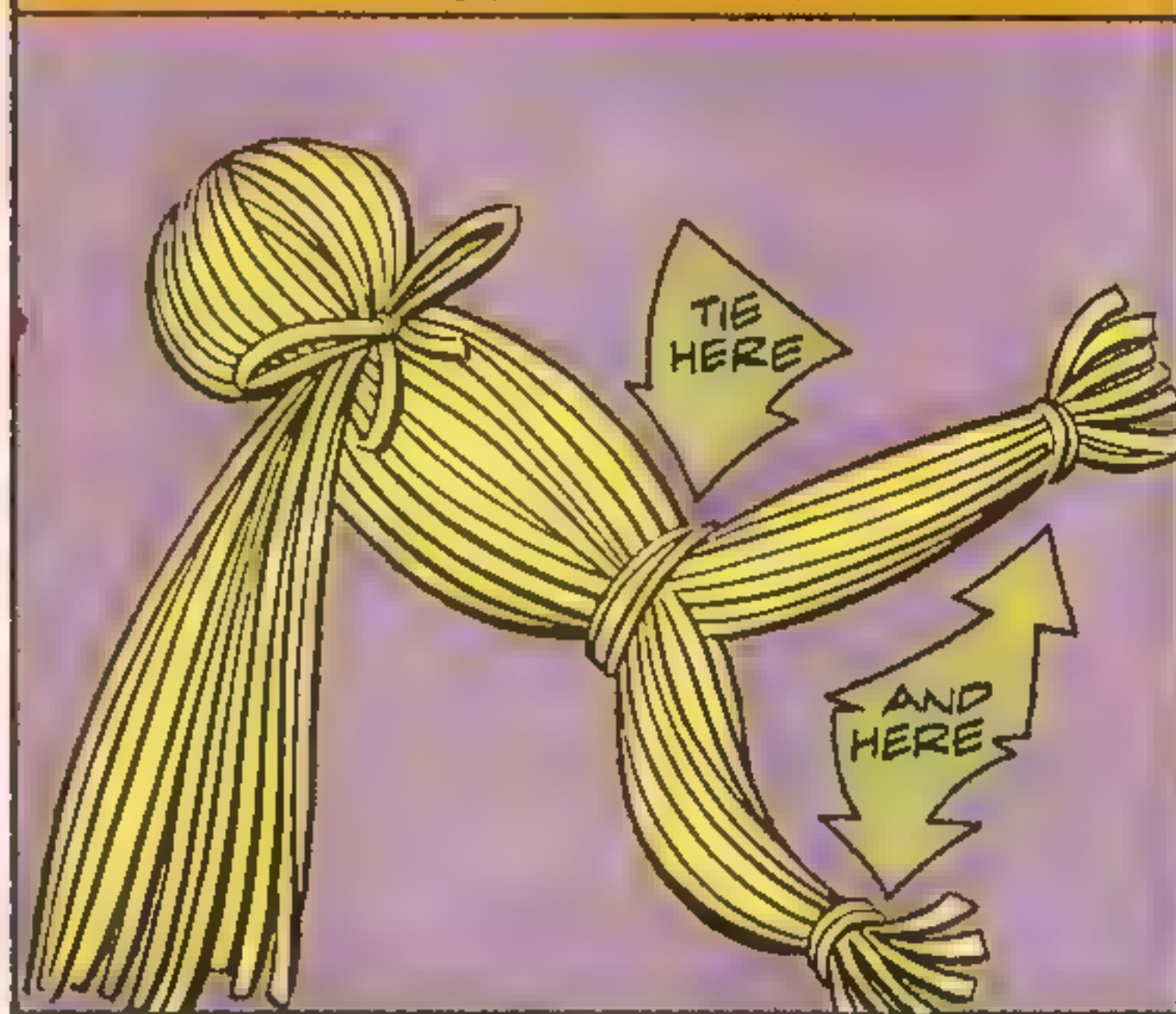
TIE THE YARN RIGHT UNDER THE BALL AND ADD A NICE RIBBON FOR A BOW TIE.



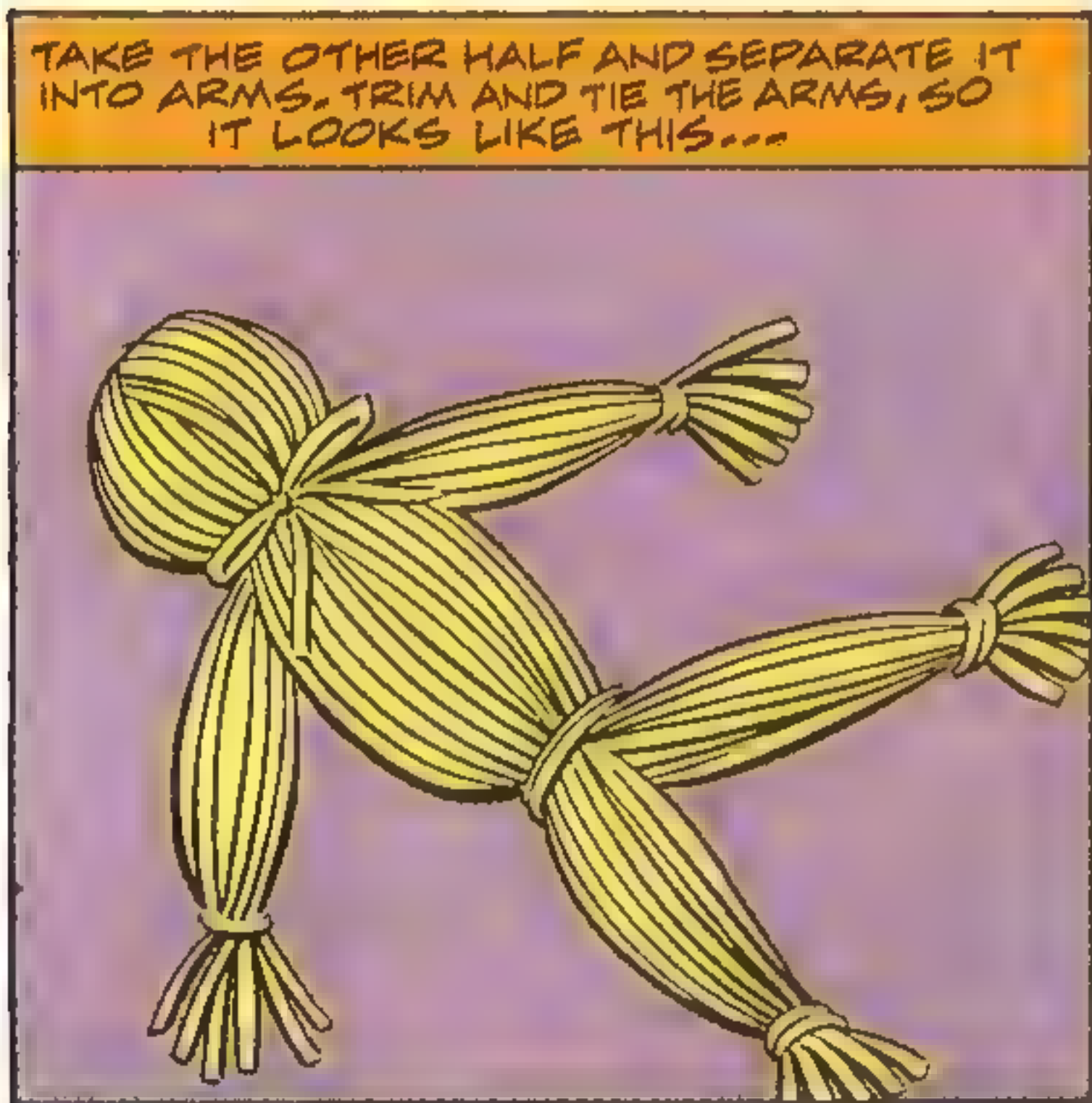
SEPARATE THE YARN IN TWO...



TAKE ONE HALF, TIE IT MIDWAY TO MAKE A WAIST AND SEPARATE THE BOTTOM INTO LEGS.



TAKE THE OTHER HALF AND SEPARATE IT INTO ARMS. TRIM AND TIE THE ARMS, SO IT LOOKS LIKE THIS...

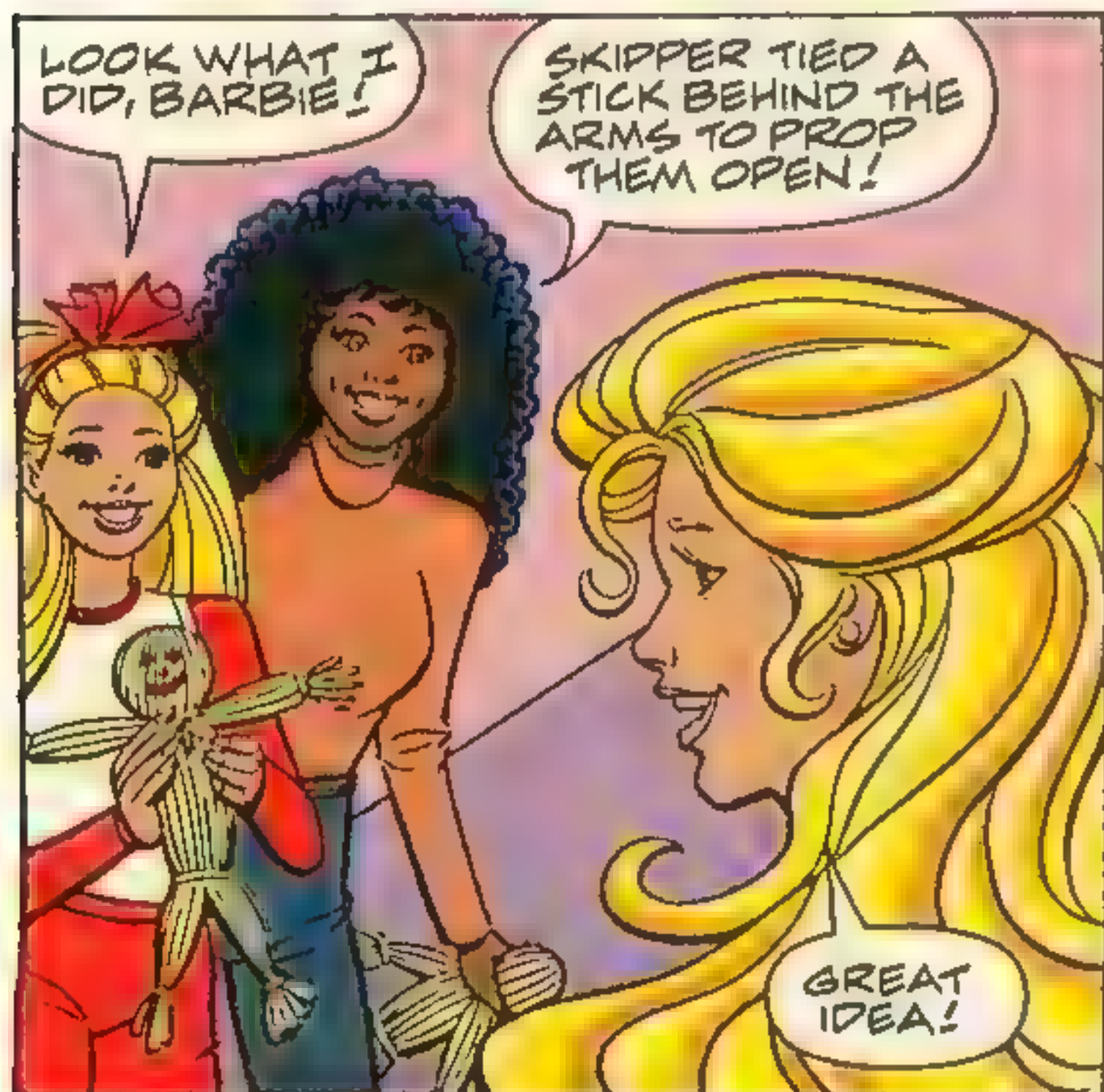


NOW MAKE A FELT FACE BY CUTTING OUT EYES, A NOSE AND A MOUTH AND GLUING THEM ONTO THE SCARECROW'S HEAD.



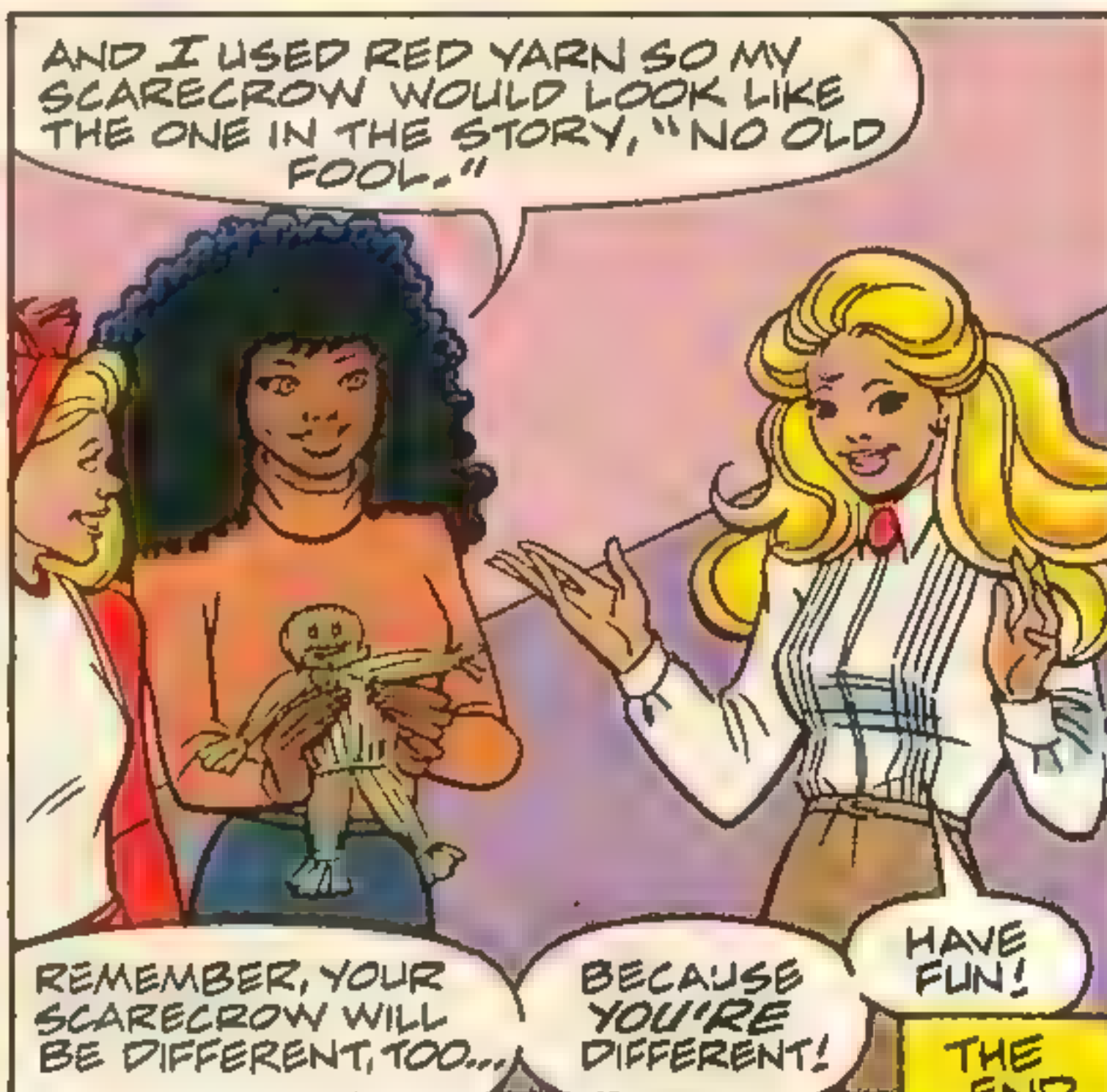
LOOK WHAT I DID, BARBIE!

SKIPPER TIED A STICK BEHIND THE ARMS TO PROP THEM OPEN!



GREAT IDEA!

AND I USED RED YARN SO MY SCARECROW WOULD LOOK LIKE THE ONE IN THE STORY, "NO OLD FOOL."



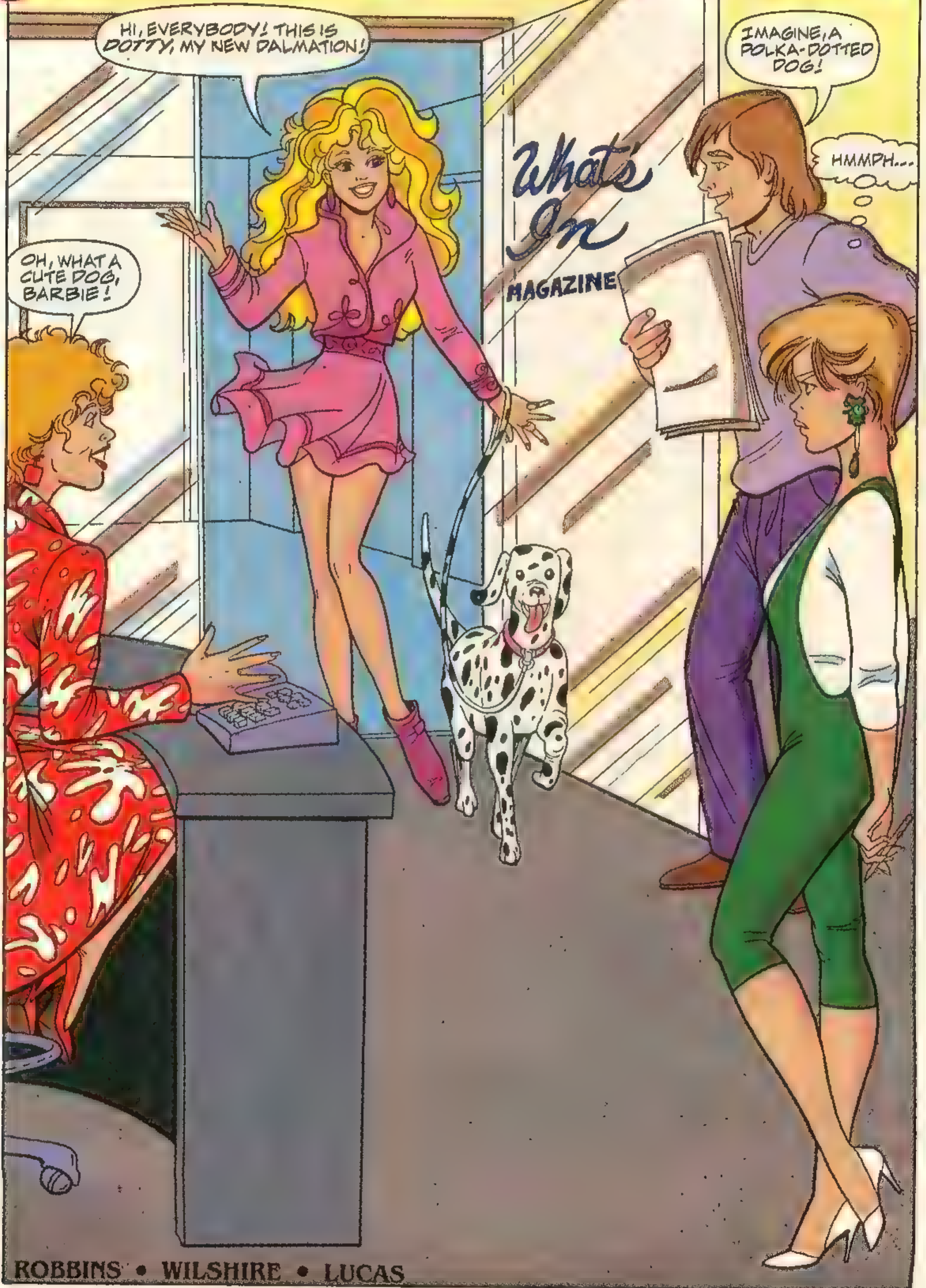
REMEMBER, YOUR SCARECROW WILL BE DIFFERENT, TOO...

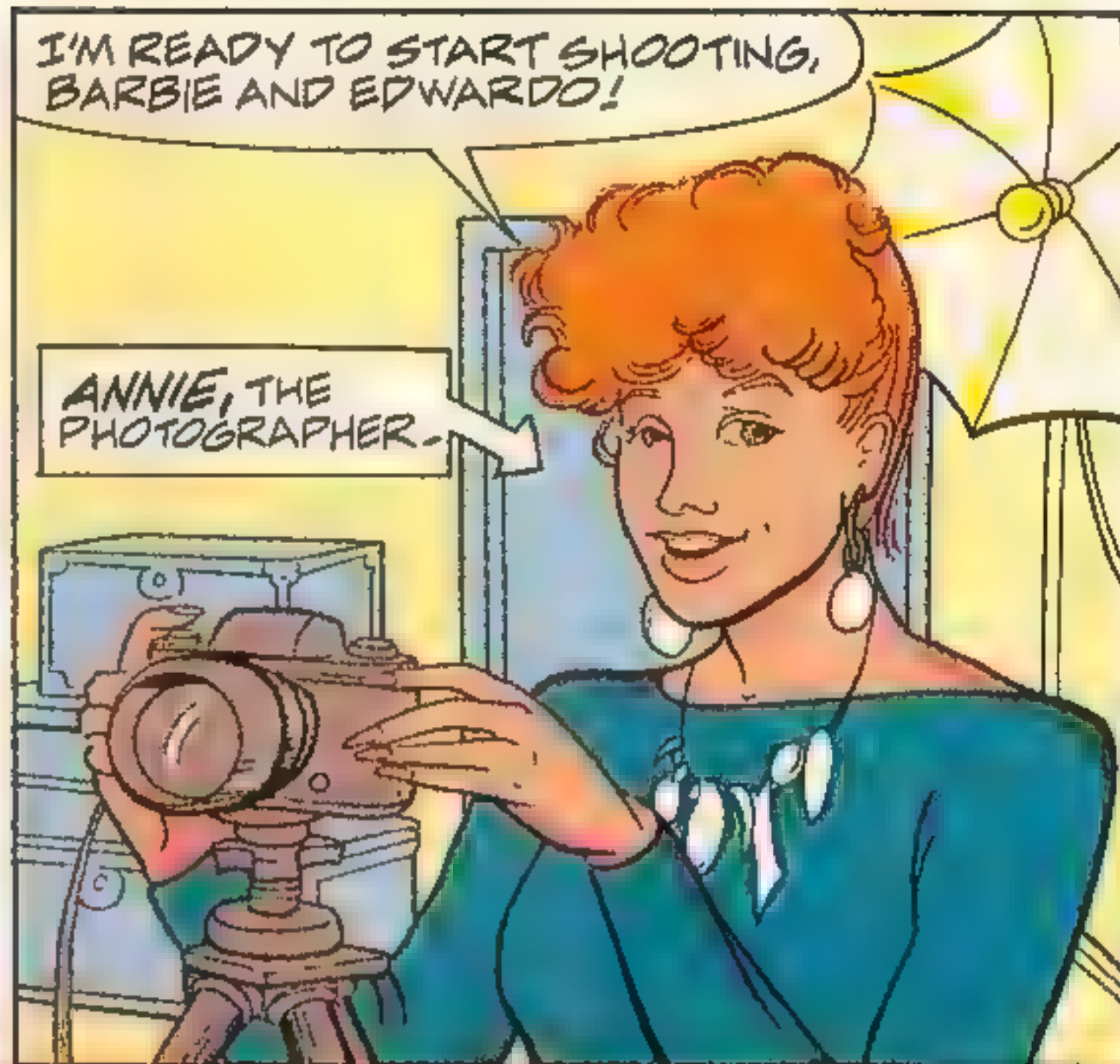
BECAUSE YOU'RE DIFFERENT!

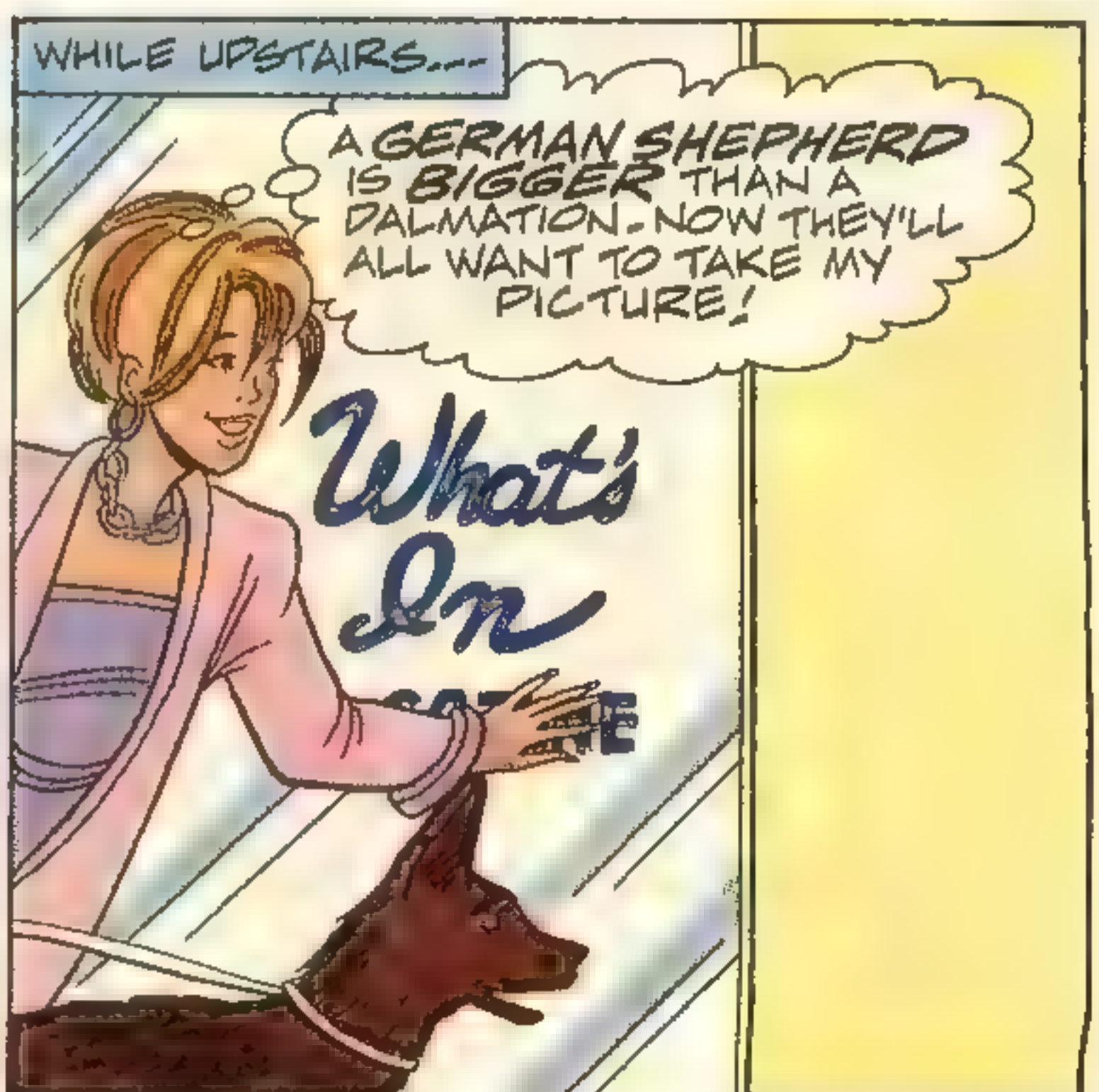
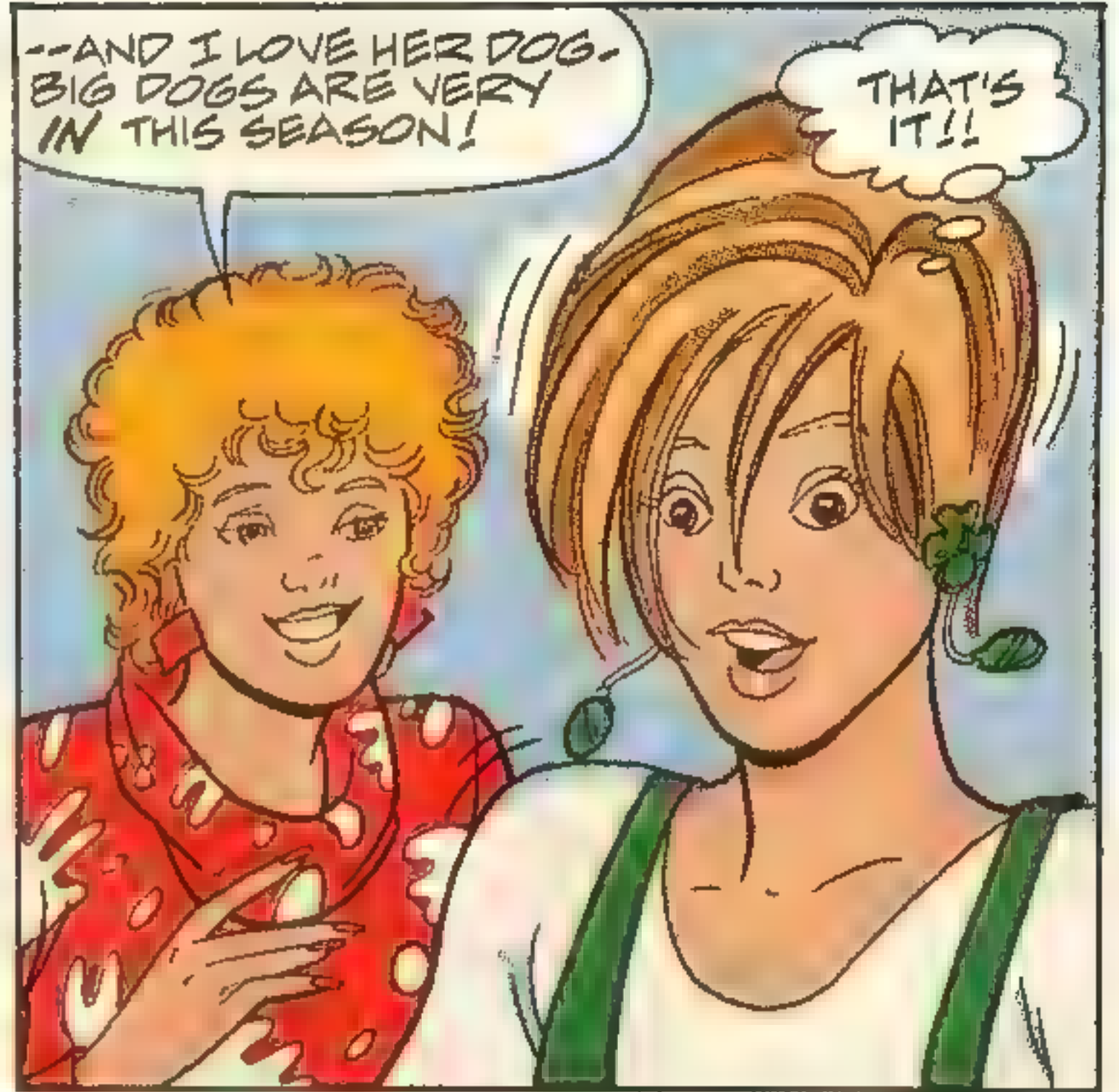
HAVE FUN!

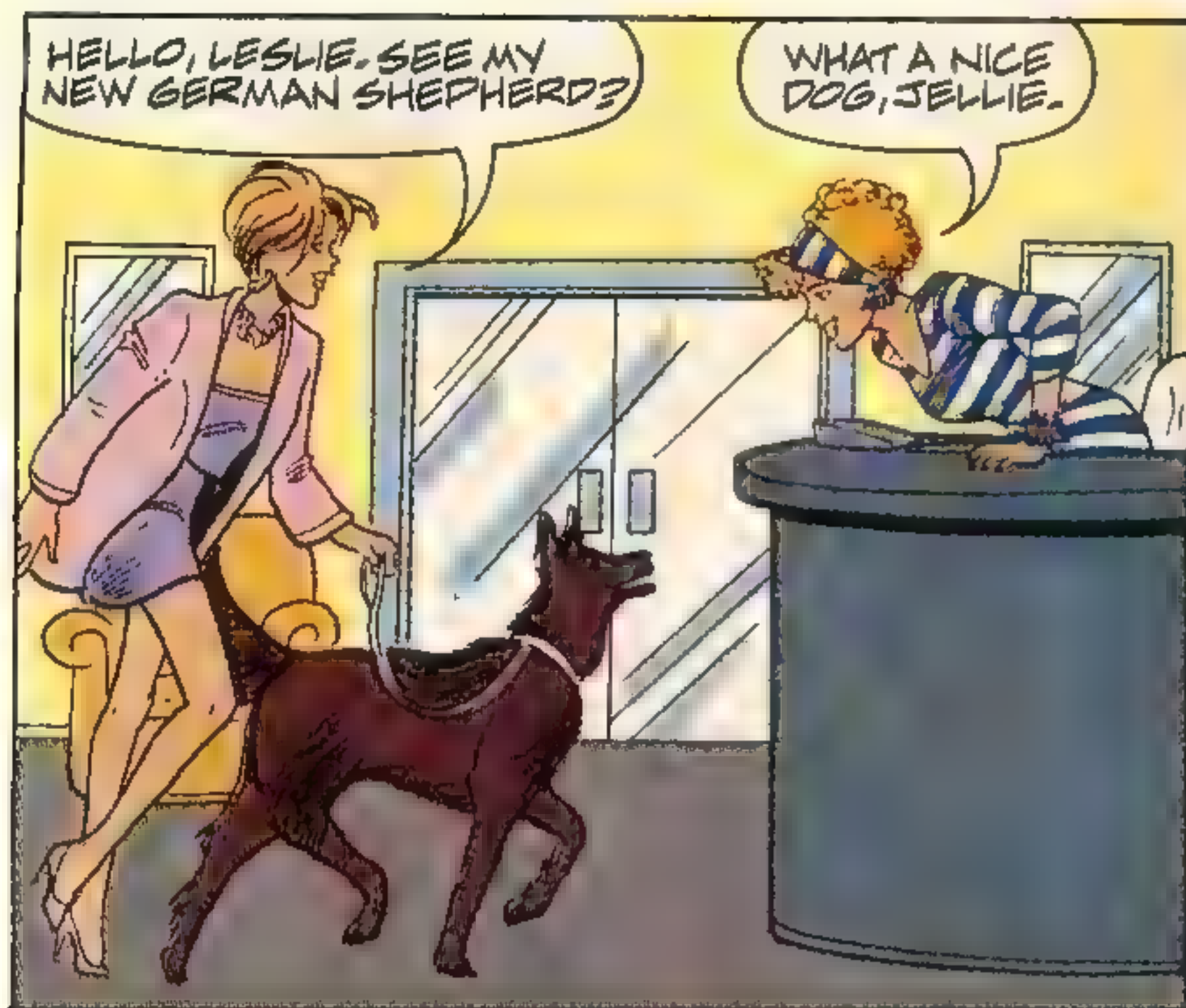
THE END

Barbie IN GET A BIGGER DOG!







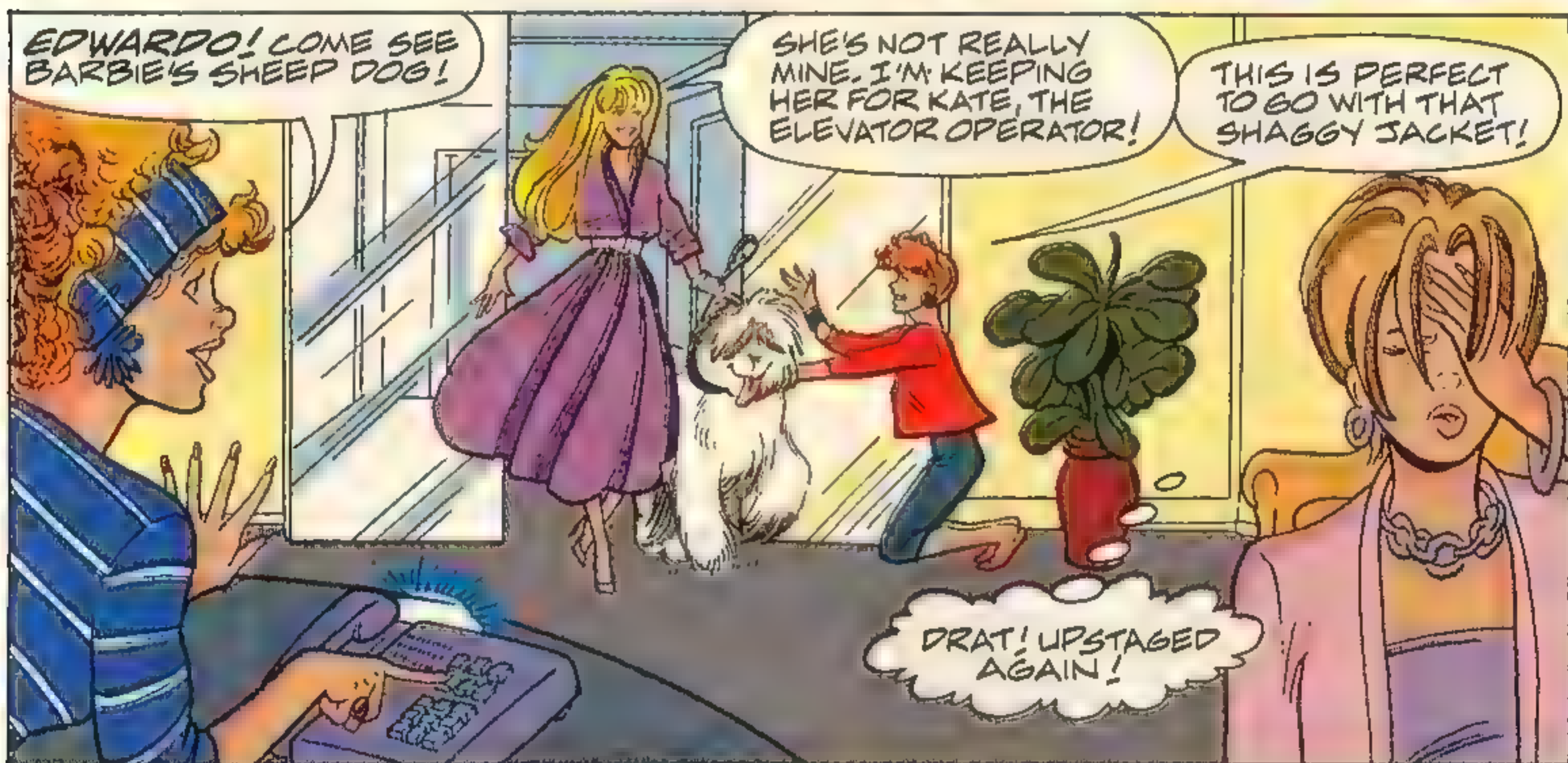


HELLO, LESLIE. SEE MY NEW GERMAN SHEPHERD?

WHAT A NICE DOG, JELLIE.



OOOH!
LOOK!

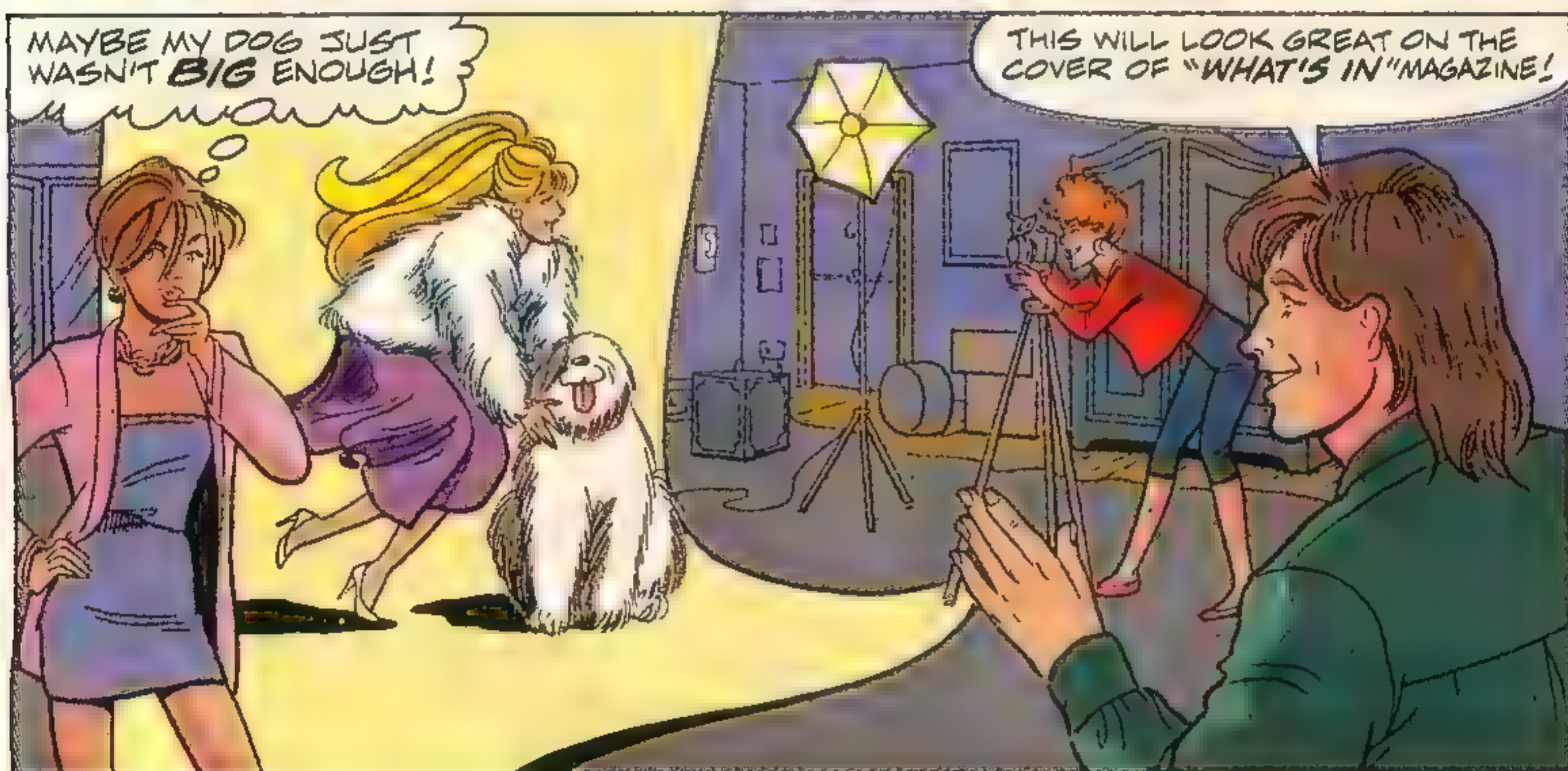


EDUARDO! COME SEE BARBIE'S SHEEP DOG!

SHE'S NOT REALLY MINE. I'M KEEPING HER FOR KATE, THE ELEVATOR OPERATOR!

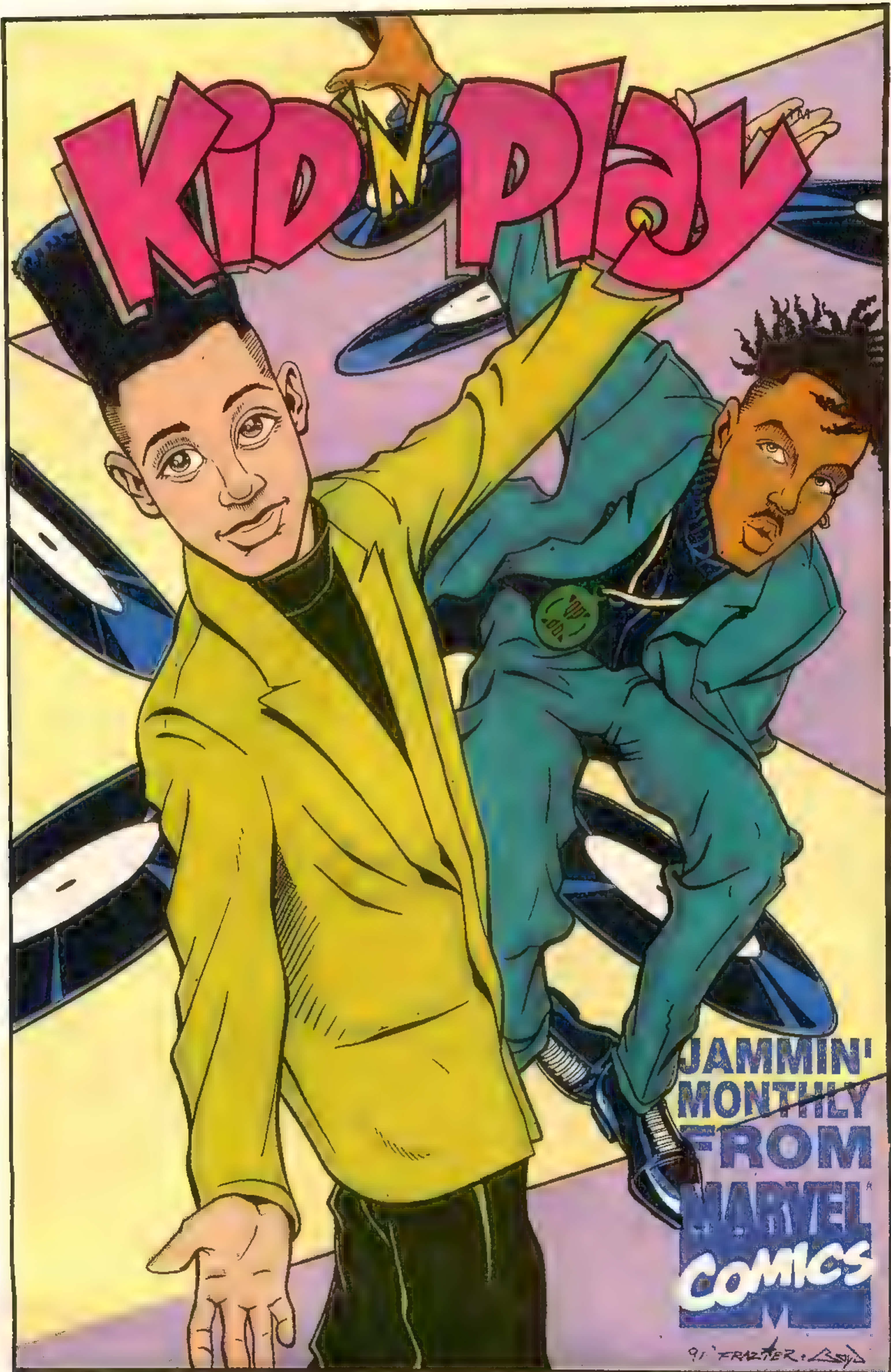
THIS IS PERFECT TO GO WITH THAT SHAGGY JACKET!

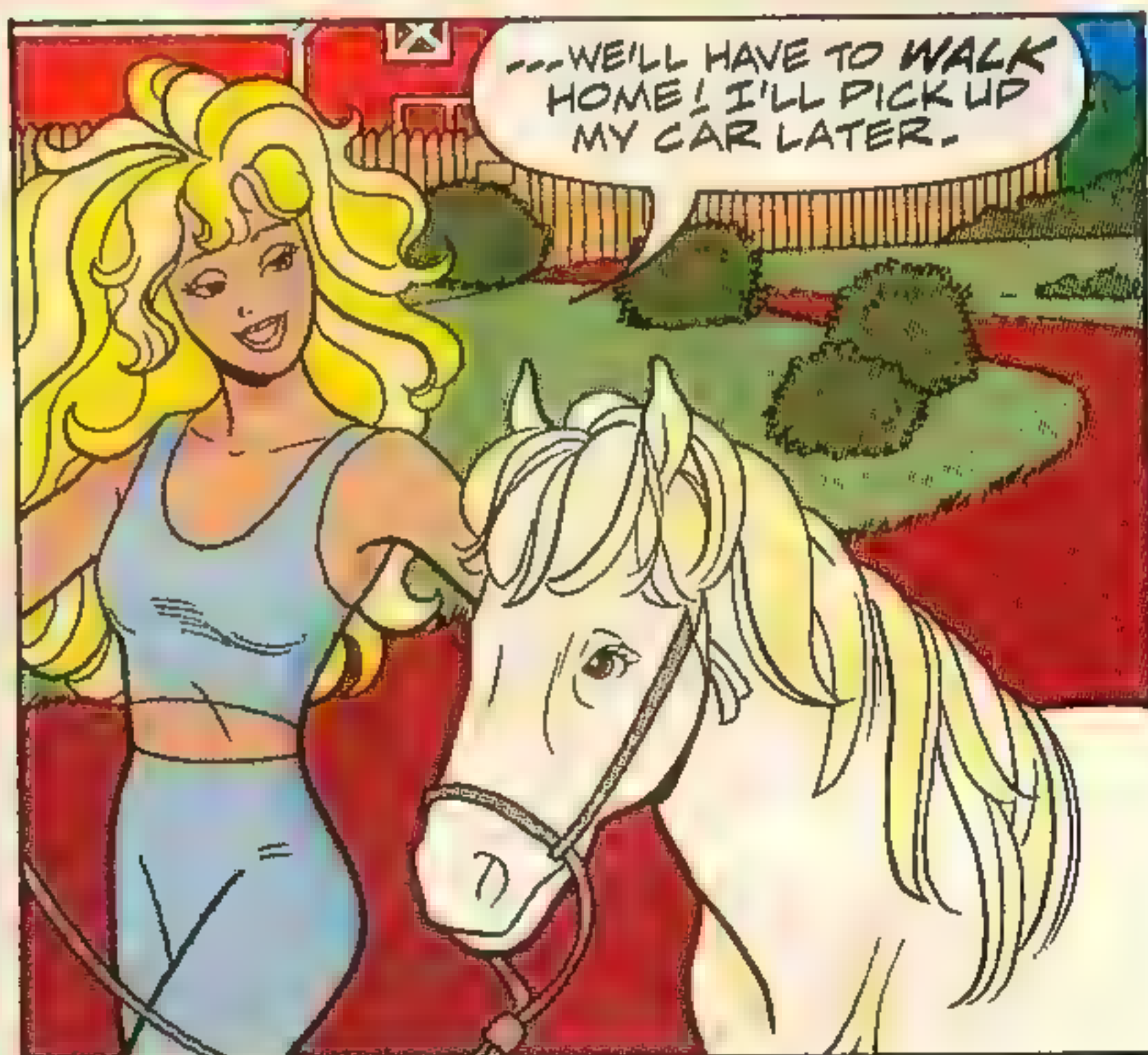
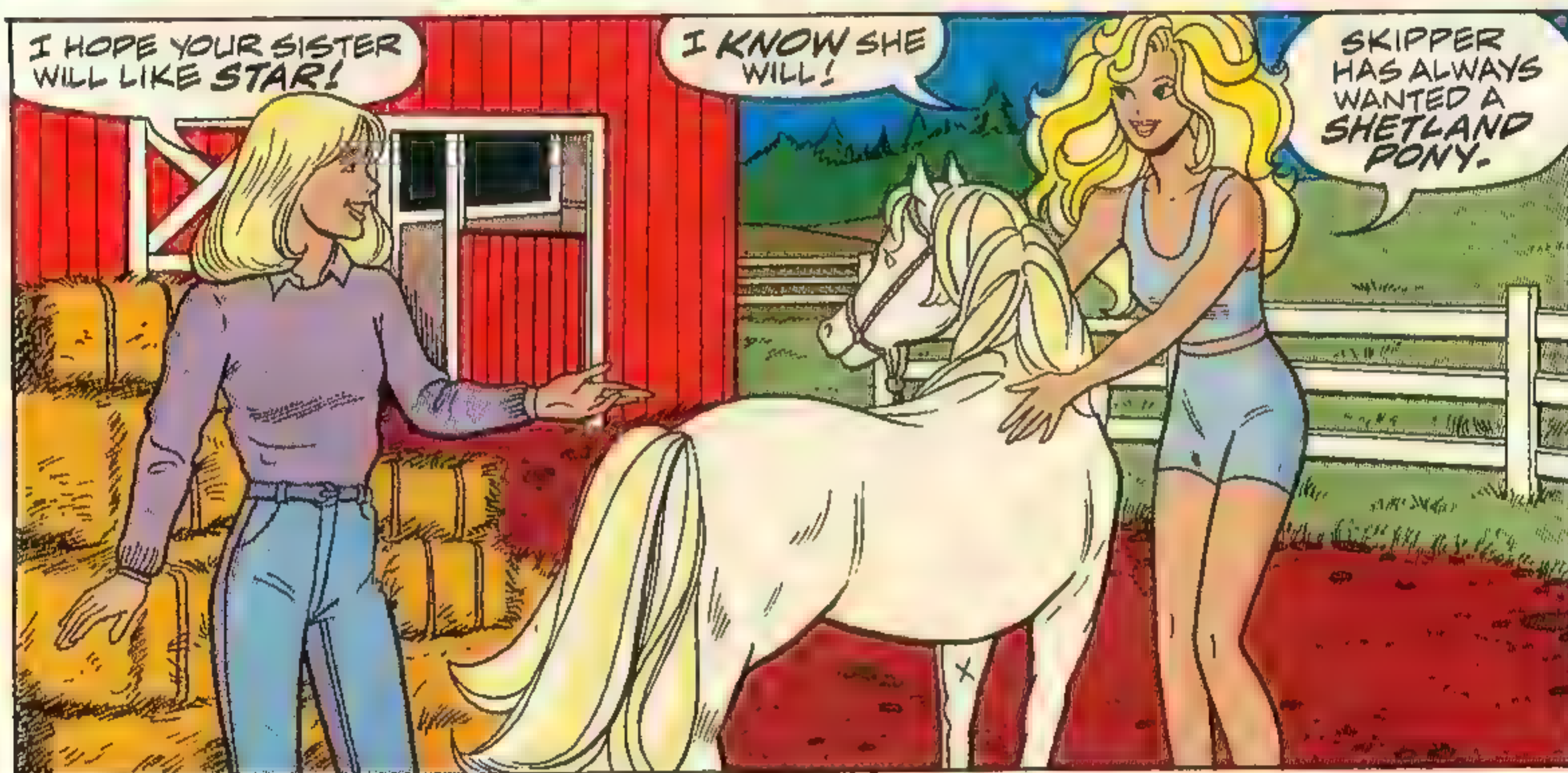
DRAT! UPSTAGED AGAIN!

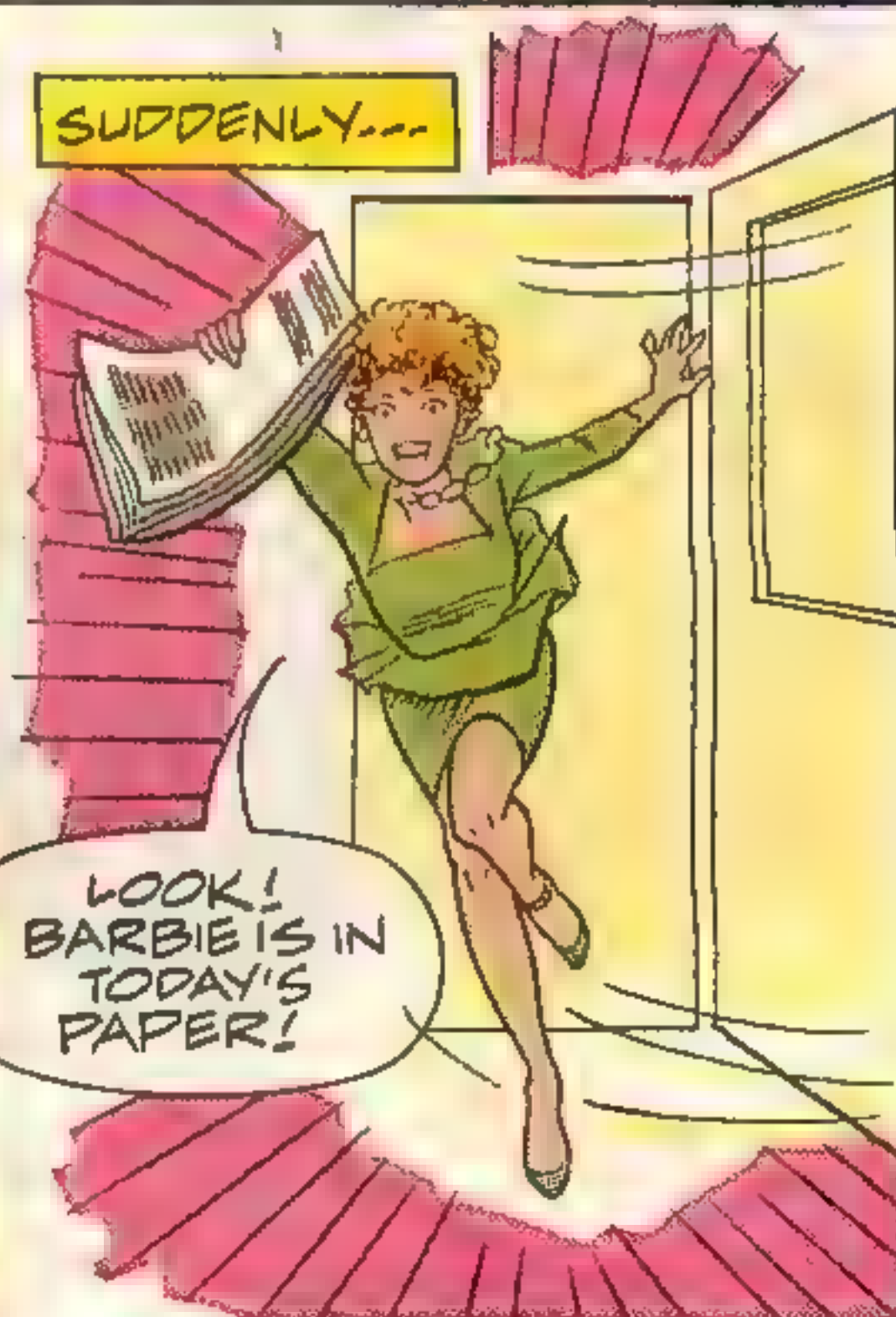
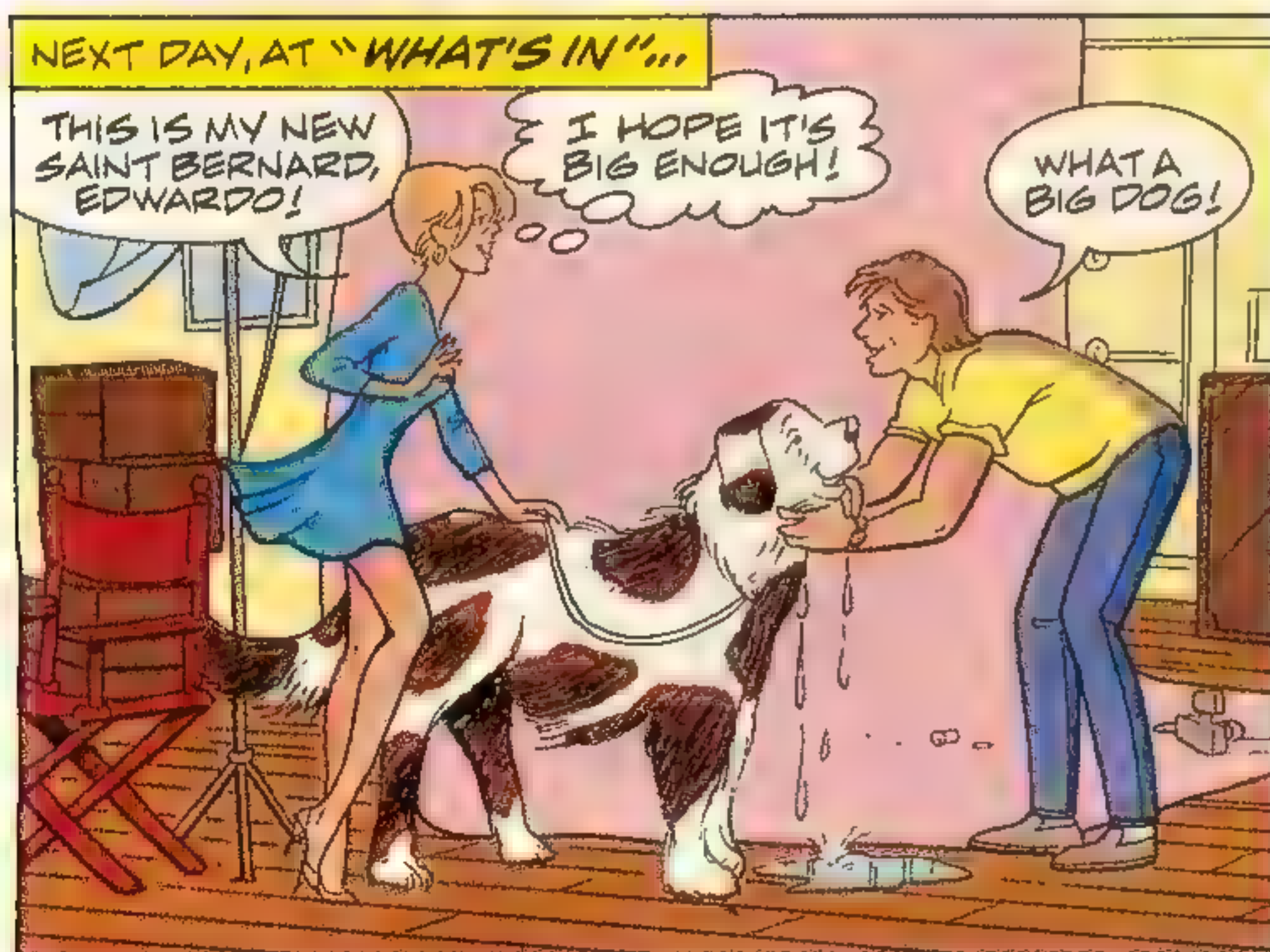


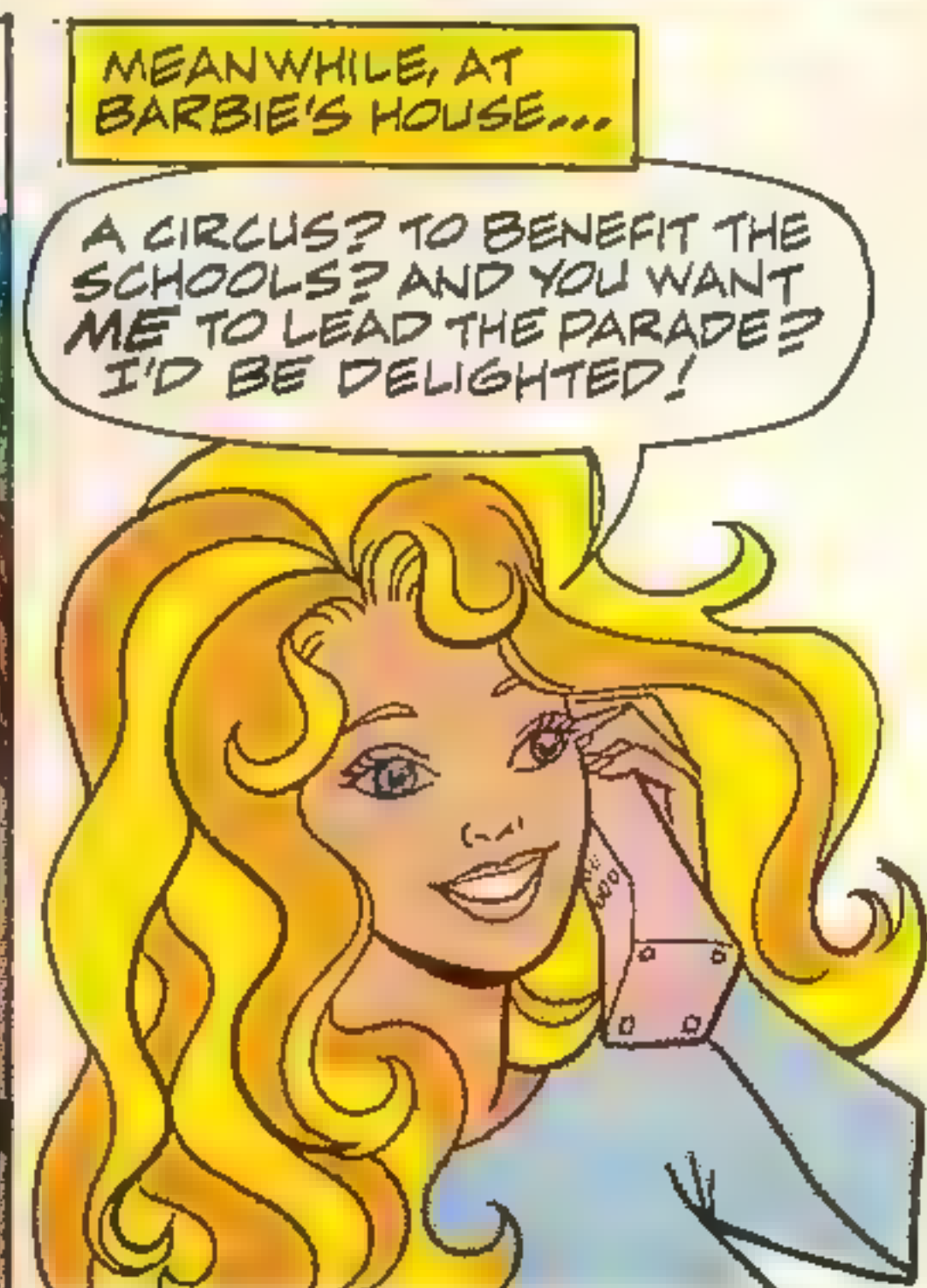
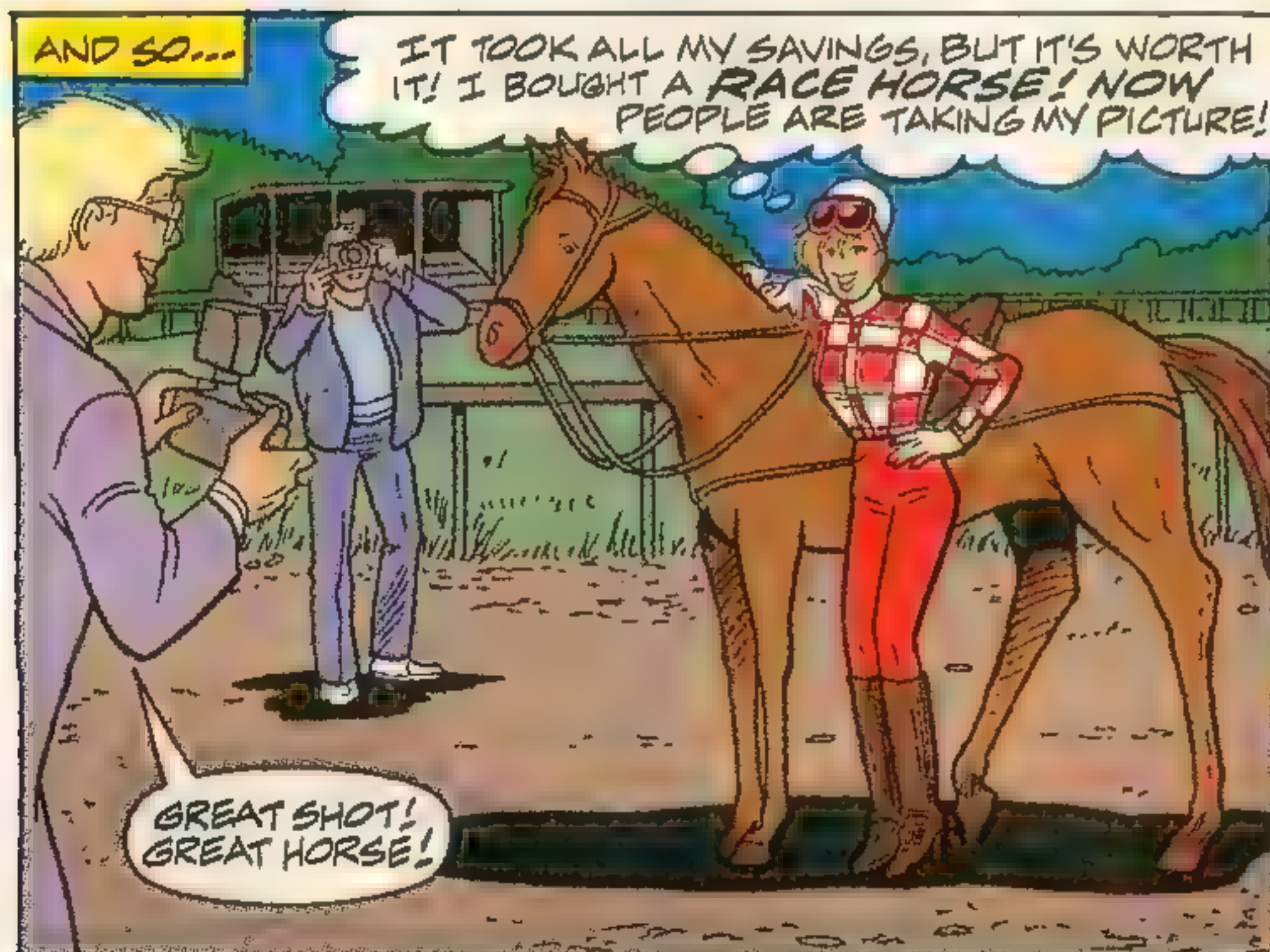
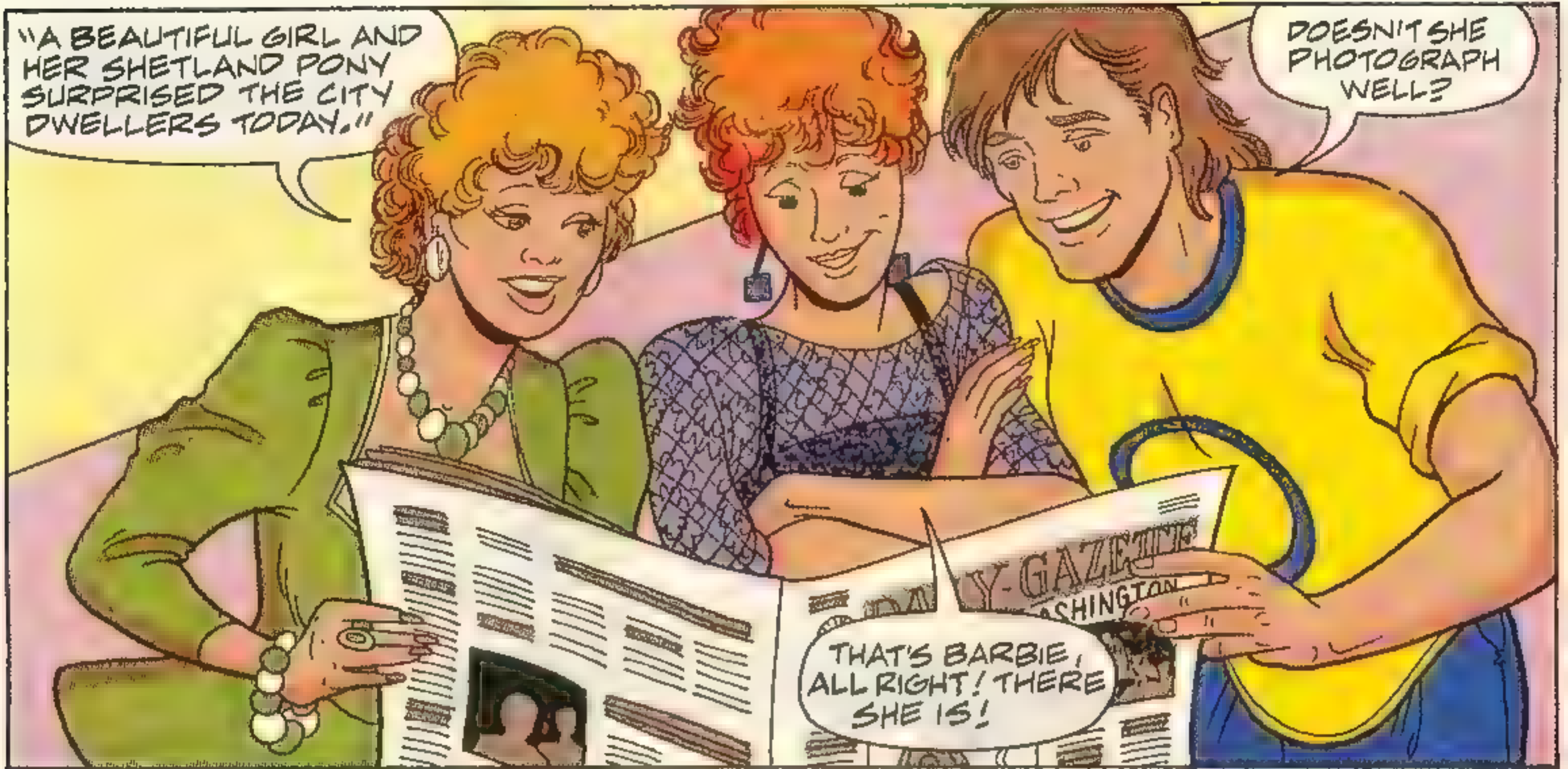
MAYBE MY DOG JUST WASN'T **BIG** ENOUGH!

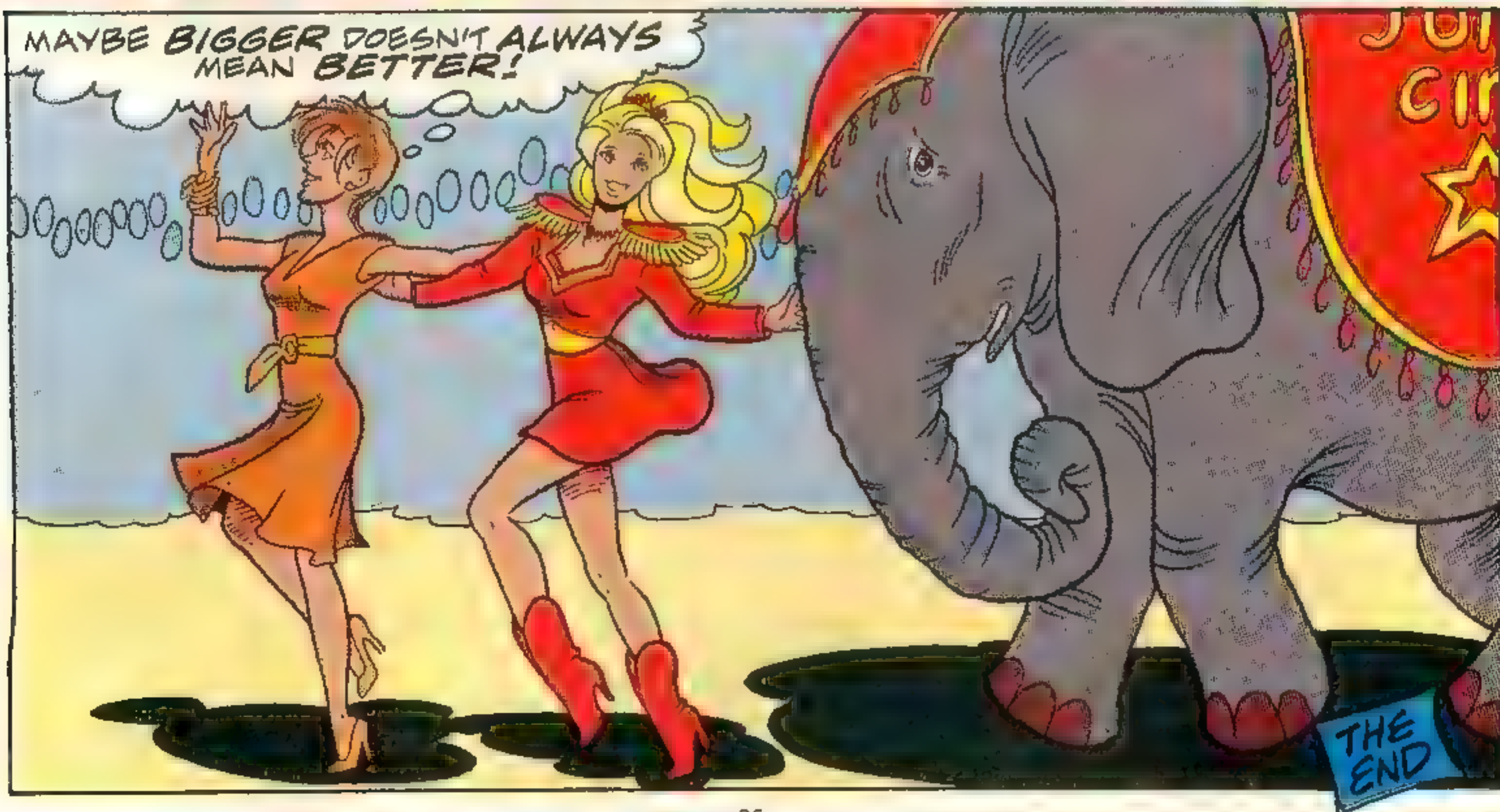
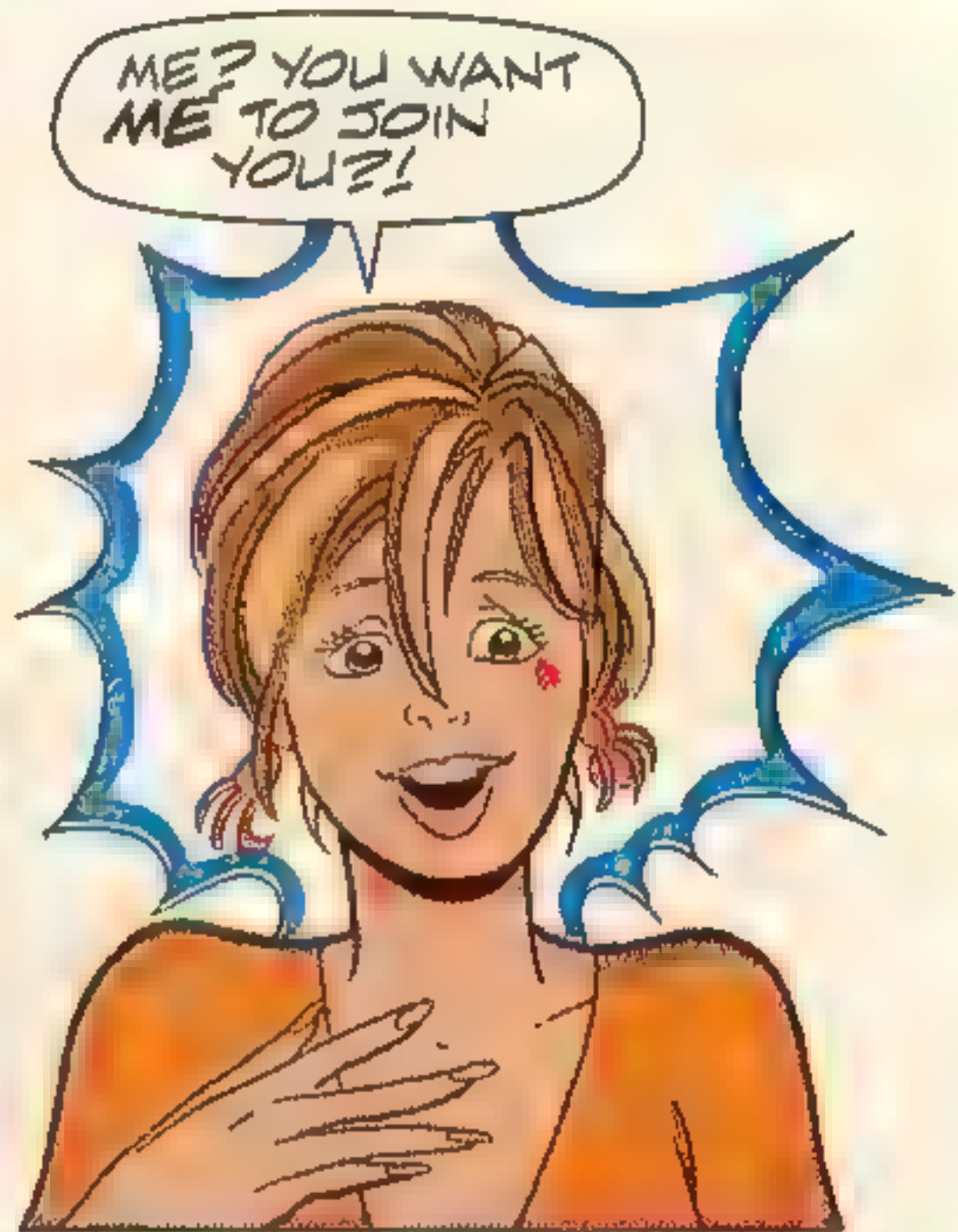
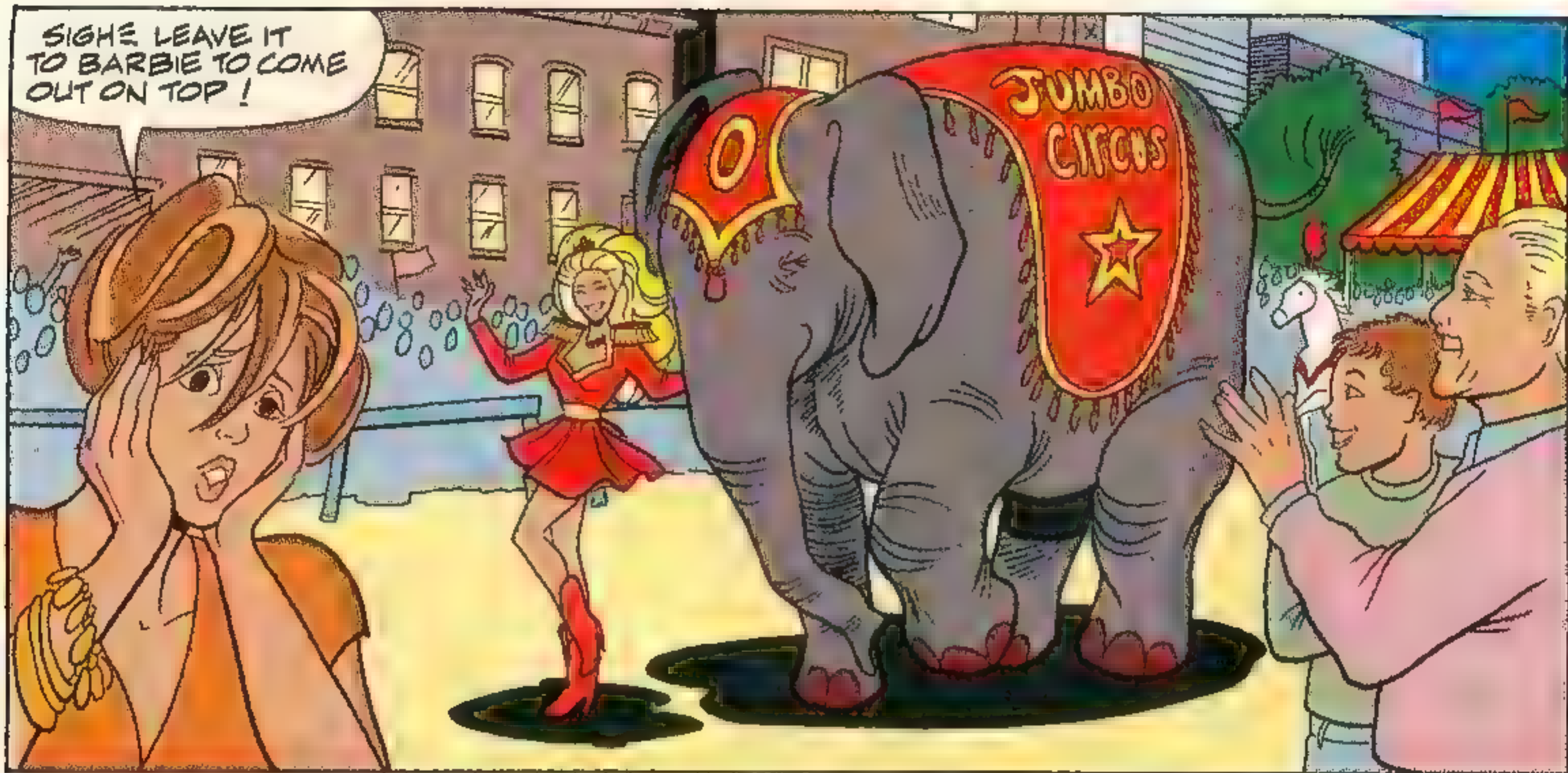
THIS WILL LOOK GREAT ON THE COVER OF "WHAT'S IN" MAGAZINE!









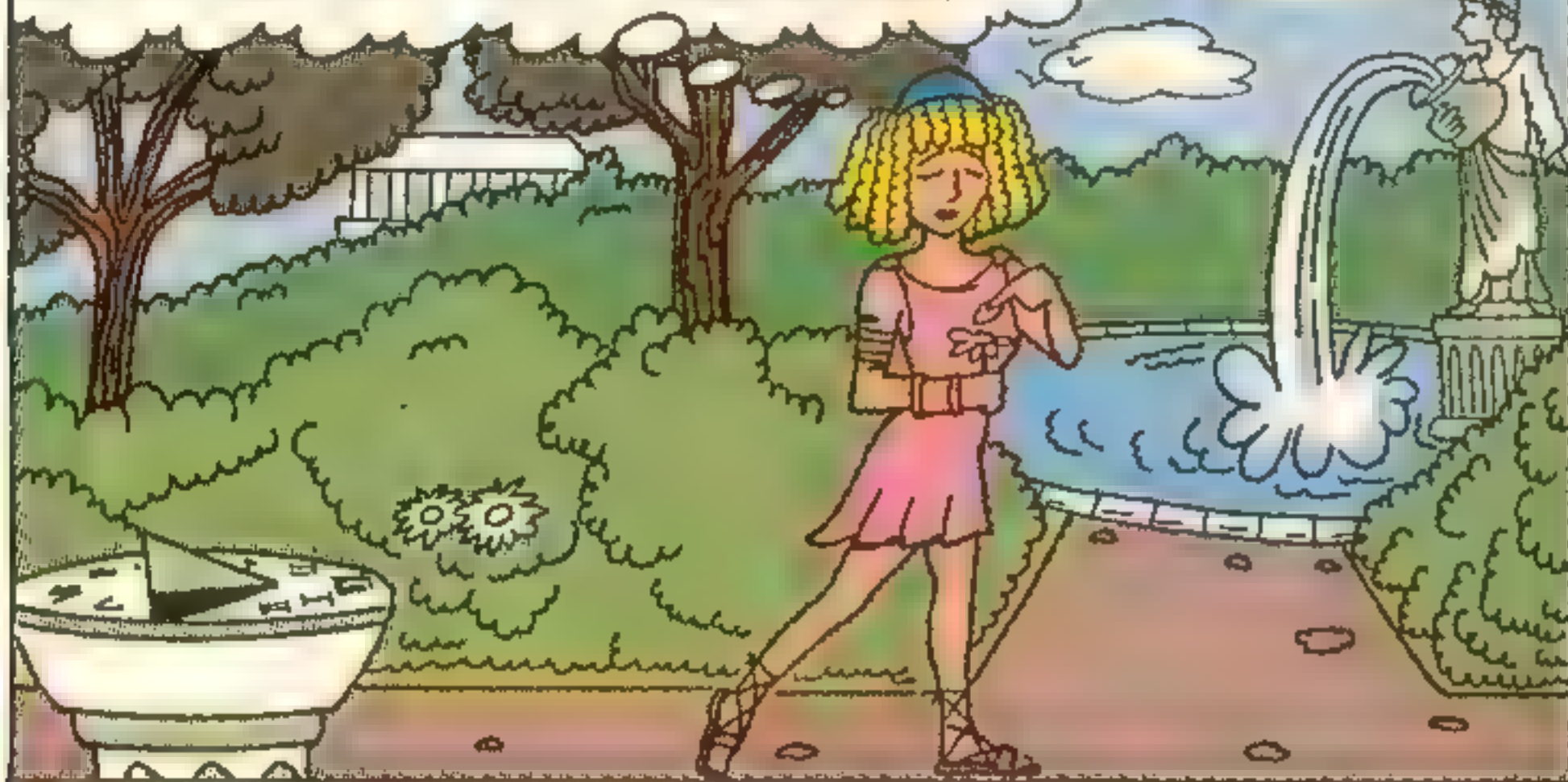


ARIA (IN)

HE LOVES ME, HE LOVES ME NOT

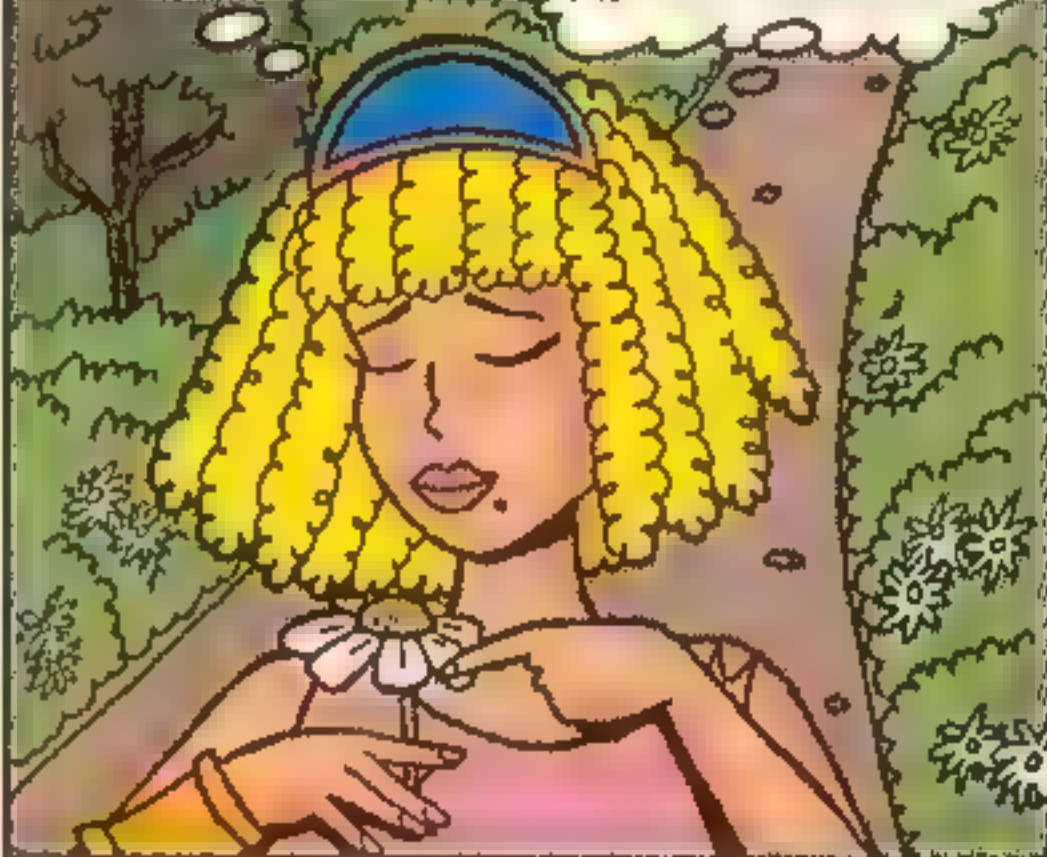
BY BARBARA SLATE

ANTONY LOVES ME, HE LOVES ME NOT...
HE LOVES ME--- HE LOVES ME NOT.



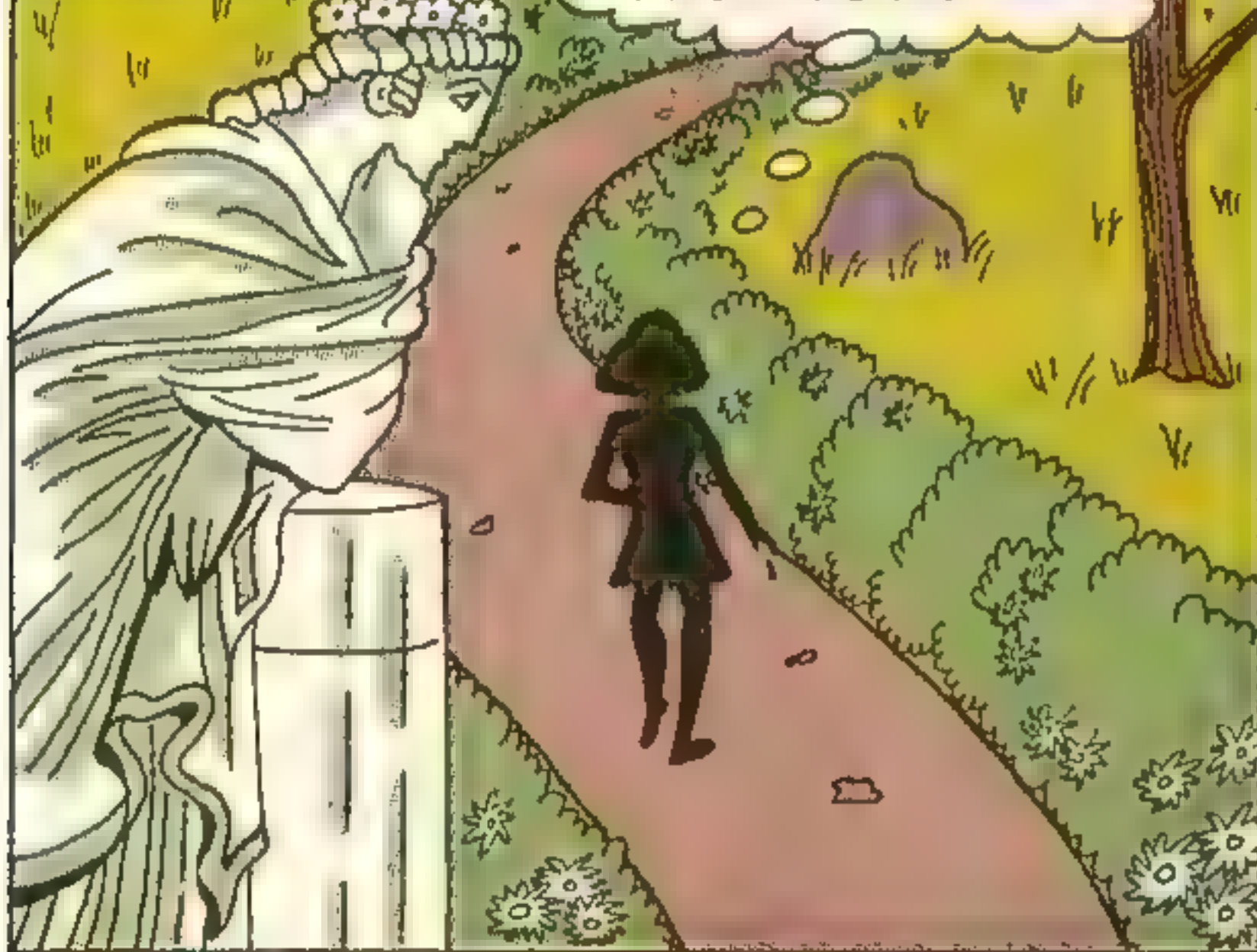
I DON'T KNOW WHY I'M
PLAYING THIS STUPID
GAME.

HE LOVES ME.



HOW RIDICULOUS CAN ANYBODY BE TO
ACTUALLY BELIEVE THAT THE LAST PETAL---

HE LOVES ME NOT.



--- WILL TELL ME IF ANTONY LOVES
ME OR NOT.

HE LOVES
ME---



HE LOVES ME! ANTONY
REALLY LOVES ME!



SWEET
Sixteen

Coming Soon

From

Marvel Comics



BULLPEN BULLETINS

STAN'S SOAPBOX

Hi! Heroes,

There I was reading some old Soapboxes the other day (Hey, somebody's gotta do it!) and I came across a column from 1980 that I thought might be appropriate in this, the holiday season of brotherly love. So, without further (or even lesser) ado, here goes ...

Everyone yaps about young people being "different" nowadays. Forget it! Human nature doesn't change. What's happening is, the world has been wildly changing, producing new sets of rules each time you blink your eye. It's the social climate, the environment that's been changing, not you 'n me, Bunky!

Here's a frinstance: Say you've got

two homes—a lonely cabin in the country and a small city apartment. You play your stereo full blast in your cabin, but who cares? There's no one around to hear it, so you're not disturbing anyone. But play it just as loud in your small apartment with the paper-thin walls and your neighbors wanna clobber you. You haven't changed. You're the same yo-yo in both places. But the conditions are different!

Fact is, young people are the same as ever; the same noisy, scroungy, mangy, wonderful crazies they've always been — and adults are still the same grouchy, grunchy, goopy, hard-pressed and harassed heroes they've always been — and which you'll soon become. Nothing changes but the labels. Which leads us

to the main point I wanna make —

None of us is all that different from each other. We all want essentially the same things out of life — a measure of security, some fun, some romance, friendship and the respect of our contemporaries. That goes for everyone, Italians, Russians, Arabs, Asians, Catholics, Protestants, Jews, Blacks, Browns, Whites and green-skinned Hulks. So why don't we all get with it and stop putting the "other" guys down? Just look in the mirror, mister — that other guy is you! Seasons Greetings!

Excelsior!

Stan Lee

We'll, it's that time of year again, you know, jingle bells, and mistletoe and ho-ho-ho. It's the season for giving. (Last month, we had thanksgiving. This month we have giving. Shouldn't that be the other way around?)

Our uptown friends were apparently very much in the spirit of giving this year—they gave us two of their employees—kind of. As we looked under the Marvel editorial tree this year, we were thrilled to find, wrapped in decorative packages with shiny red ribbons, former DC people "Jolly" **Joey Cavalieri** and "Merry" **Mindy Newell**. (It's not the Hot Wheels Race Track we had asked for, but there's always next year.) Joey and Mindy have joined us as an editor and an assistant editor, respectively and we're as happy as eight maids a' milking to have them aboard. Joey is now editor of **MOON KNIGHT** as well as the new ultra-top secret 2093 line. Mindy will be assisting **Bob Budiansky** over in Special Projects. Welcome aboard, Joey and Mindy! Now stop tacking up the mistletoe all over the joint and get to work.

All seriousness aside, we do have a lot of decorating to do here around the Marvel offices. We've even gone so far as to rearrange the ornaments at the top of the Marvel editorial tree this year, what with some recent promotions. **Mark "Melchior" Gruenwald**, **Carl "Caspar" Potts**, and **Bob "Balthazar" Budiansky** (or, the three Wise Men of Marvel, as they're collectively known), are now all Executive Editors (with Mark being Senior Executive Editor, of course!), each of whom has his own stable of editors to oversee. **Tom "Scrooge" DeFalco** is still our Inestimable Editor in Chief, meaning he gets to put the cigar on the top of the tree. (We know, it's supposed to be a star, but Tom is the boss ... !)

Of course, once you have your own tree, you'll need gifts to put beneath it. As you're waiting in endless lines in department stores this year, or futilely searching for a parking space, you may be pondering gift ideas. What can you stuff in your stocking this year? Well, we can't buy your presents for you, but we can point out that this year, for the first time ever, it is now possible to own stock in Marvel. It's true, the Marvel Entertainment Group has gone public, and now it's possible to become a shareholder. Just



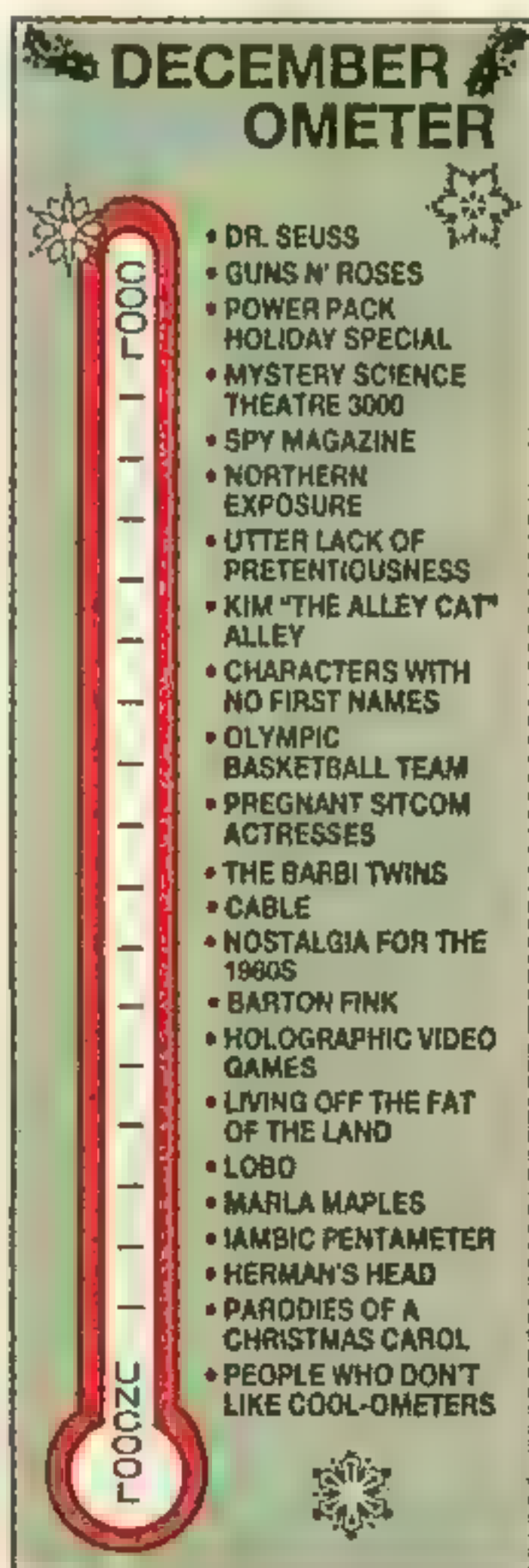
think of the punniness were one to put stock in a stocking! Even the Grinch could appreciate that!

Okay, so maybe stock is not exactly your cup of eggnog. Perhaps you'd like something a little more fun. Then we can't think of anything better than a membership in **WAMI**, the official Marvel fan club. **WAMI** stands for Wild Agents of Marvel, and is not in any way affiliated with pop singer George Michael. The club membership includes a wreath-full of goodies, as well as a quarterly newsletter. It's even better than a Perry Como holiday special!

So, now, as you sit around the open fire (wishing you had a fireplace), sipping hot cocoa in the dark, praying the carolers outside won't know you're home, you may wish to relax with a good magazine. How about that copy of *Entertainment Weekly*, with the colorful write-up on **X-MEN #1**, chock full o' photos of **Jim "Rudolph" Lee**, **John "Frosty" Byrne**, and **Chris "Santa" Claremont**. And then there's that chestnut-roasting write-up **Todd "Tiny Tim" McFarlane** received in *People Magazine* for his work on the **SPIDER-MAN** book. It occurs to us that the media have blessed the comics biz of late with the gift of coverage.

With this being the season of giving, we got to thinking what we, the Marvel Entertainment Group, could do for you, our loyal fans. Then it occurred to us: we could increase the entertainment value of all our comics by an inflationary 100%! That's a deal that's sure to make your sleighbells ring-a-ling. Unfortunately, we've also had to raise the prices of our standard newsstand comics to \$1.25. What's that, you say—only a 25% price increase with a 100% increase in quality? How can they do it, you ask? It's easy. We've all taken an oath to care even more than we usually do. If you still don't know what to make of the situation, think of it as getting a visit from the Ghost of Price Increases Past.

Brrr! The snow does seem to be piling up outside, and it seems to be getting a little deep in here, too. So it's time once again for us to cook up a batch of cut-out cookies, snuggle up with our loved ones, and listen to dogs barking out our favorite Yuletide carols. What more could any merry Marveloid ask for? Peace, people!



A BLUSHING BRIDE!

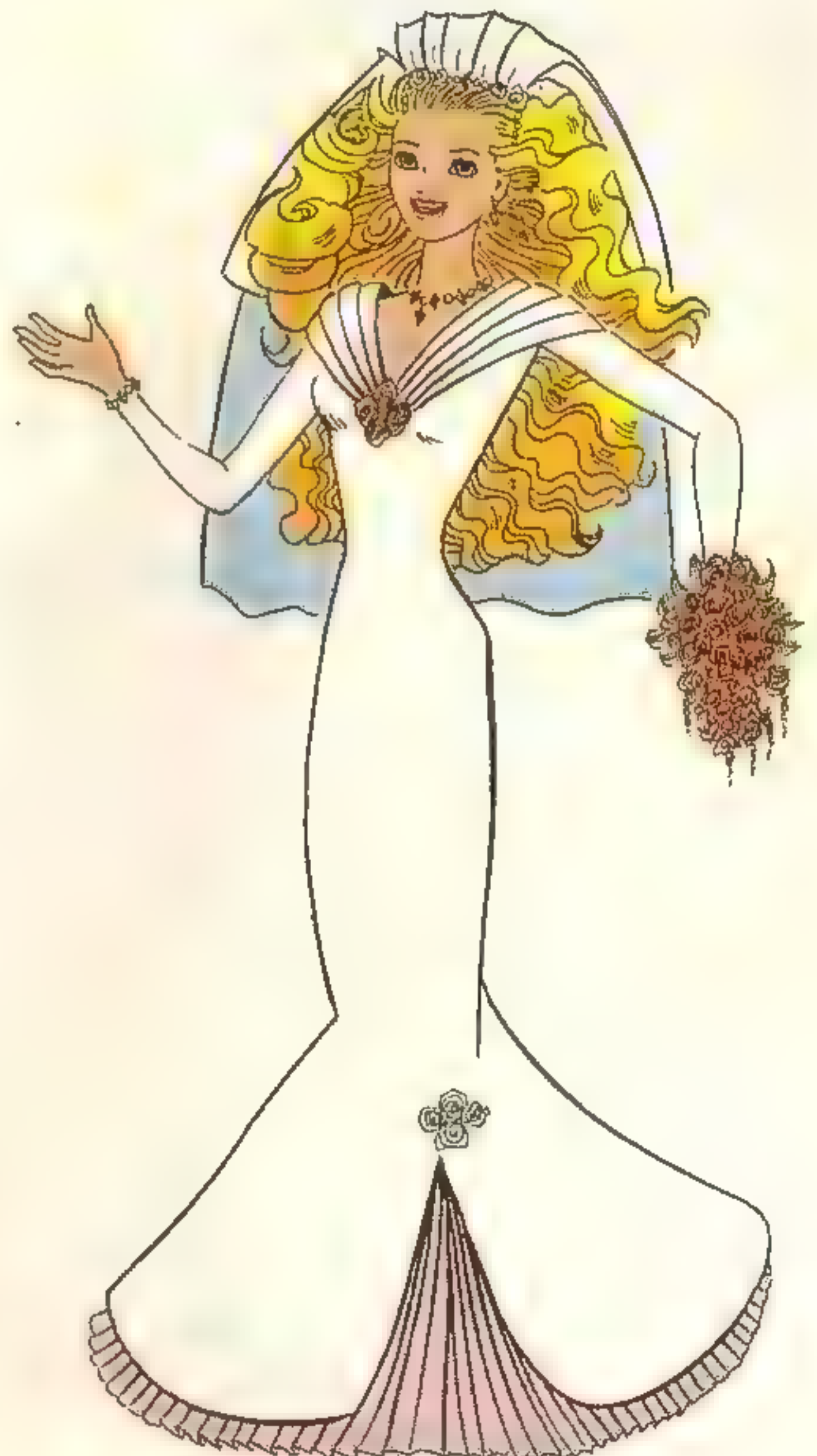
Barbie

Barbie, as beautiful as ever, looks especially marvelous modeling these winning wedding fashions that you, the BARBIE and BARBIE FASHION readers designed! No one is sure if a wedding lies in Barbie's future, but she's prepared! We just don't know *how* she'll choose from all of these wonderful wedding dresses!

Barbie is always on the lookout for fabulous fashions for all kinds of activities. If you've designed something for Barbie to wear at work or at play, send it to us at BARBIE FASHION, c/o Marvel Comics, 387 Park Avenue South, New York, NY 10016. Be sure to include your name, age and address. And watch for more designs to appear here in the future!



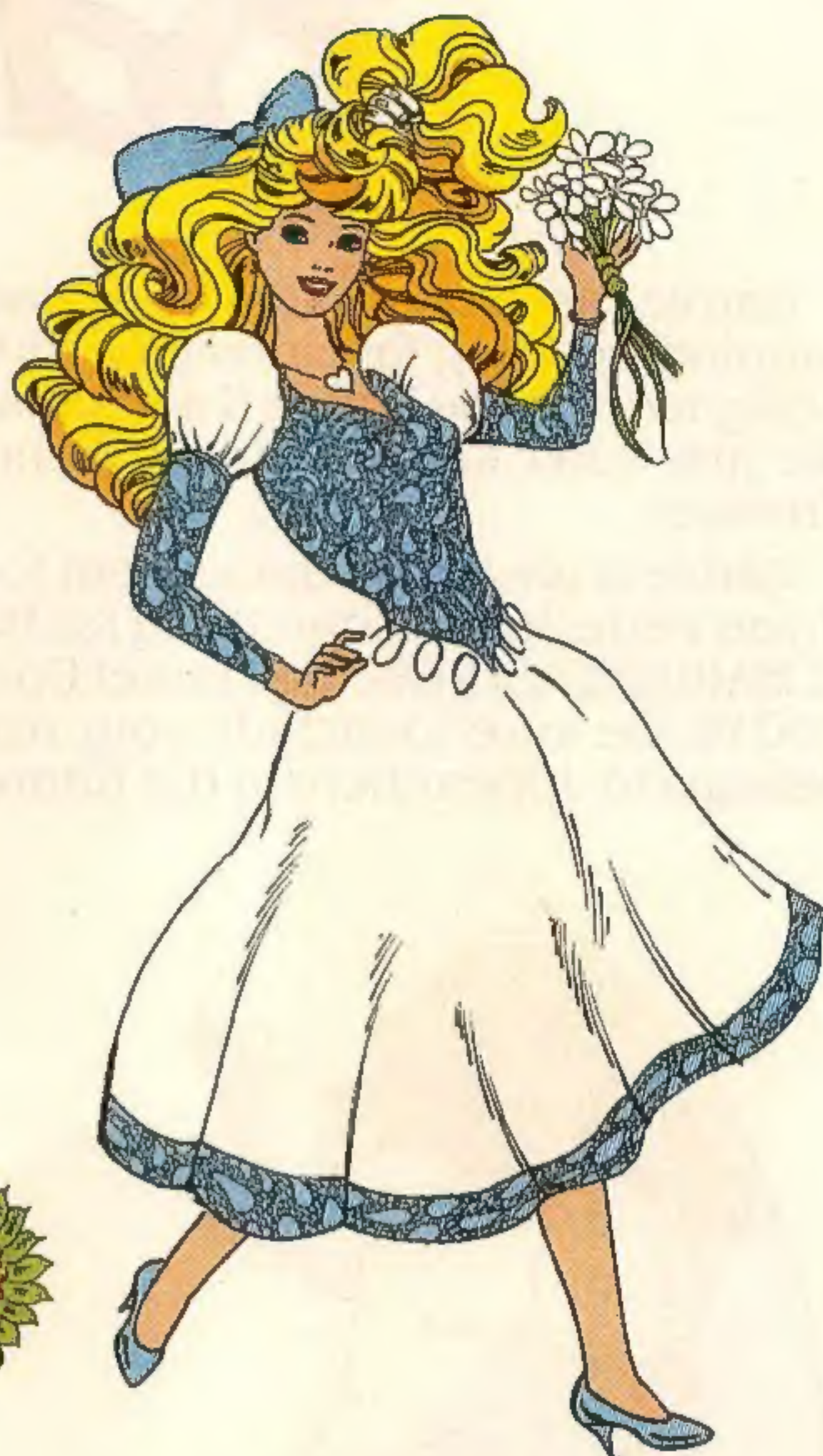
Meredith Fitzgerald
Gamer, NC



Alma Romero
Camden, NJ



Charles Ventura
Merrillville, IN



Vivian Hsu, age 10
Arcadia, CA

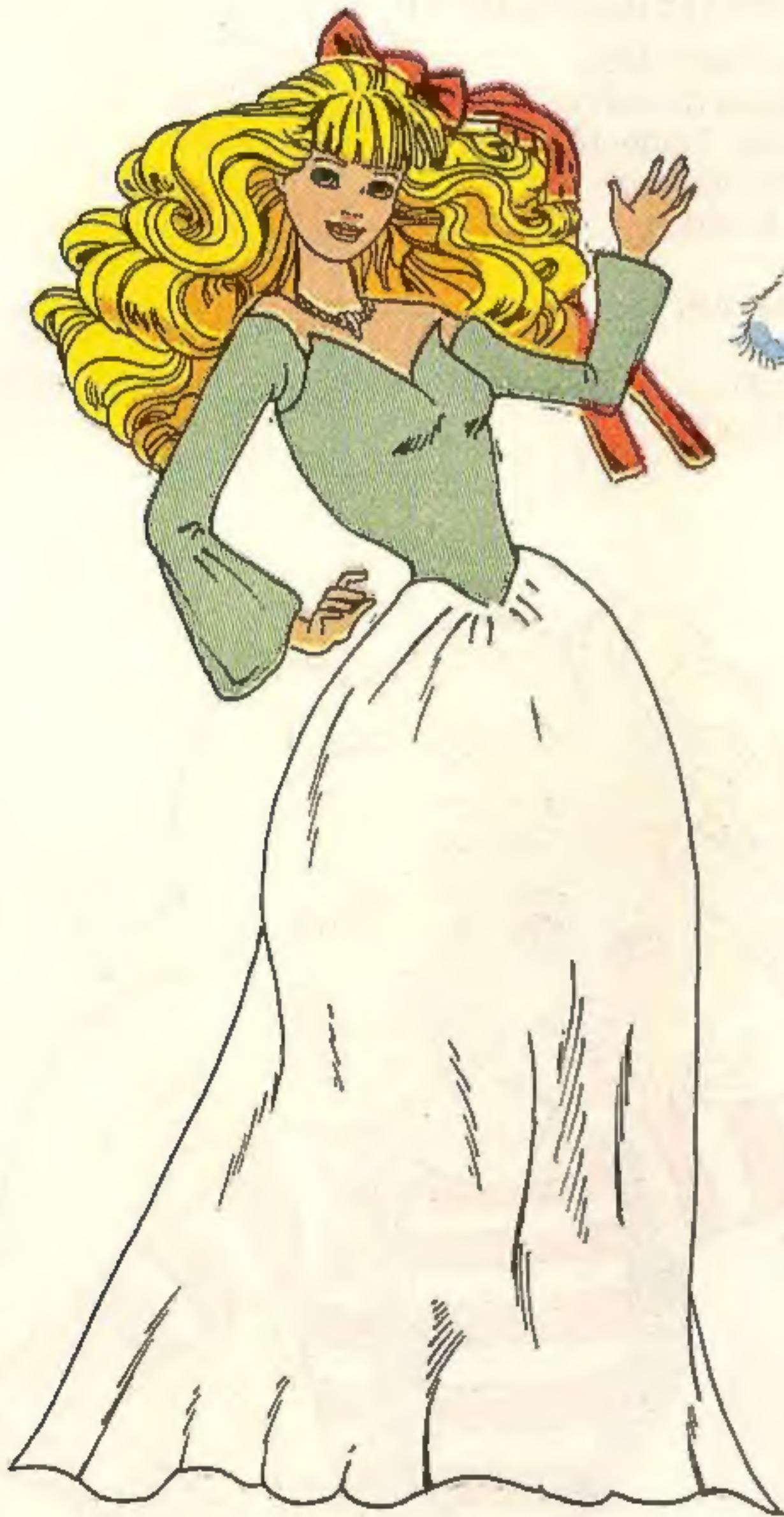
Naureen Malik
Chantill, VA





Tina Grace
St. Louis, MO

Judy Chen
Seattle, WA



Angie Julien, age 10
Holbrook, AZ



**PAY NO ATTENTION
TO THE AD
BELOW!**



BUSTER NEEDS YOUR HELP TO SAVE BABS FROM MONTANA MAX BEFORE IT'S TOO LATE.

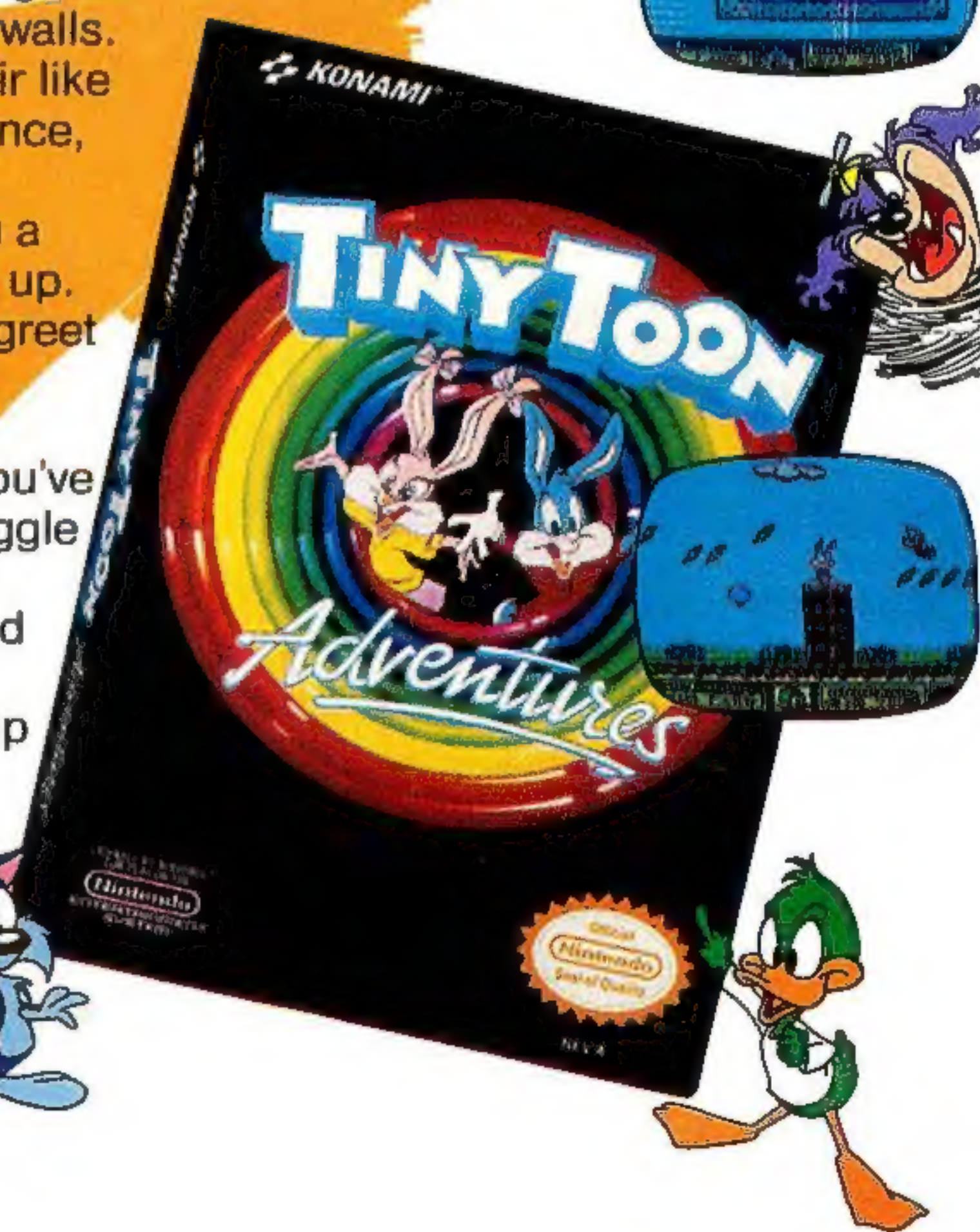
Acme Acres is in trouble to the *max*. That bratty billionaire has captured Babs Bunny. So Buster's got to get hopping on a wild rescue romp!

Luckily he's got the help of his kooky pals Dizzy Devil, Furrball and Plucky Duck. And how! Dizzy Devil spins himself silly to break through rock solid walls. Furrball climbs straight up walls. And Plucky swims and glides through the air like a... duck. Along with Buster's powerful bounce, Monty will be toast!

Maybe. Six hairy scary levels show you a gazillion ways that Monty will try to trip you up. He's hired a gang of goofballs gone bad to greet you, like the ever clever Roderick Rat, iron-pumping Arnold the Pitbull and hug-happy

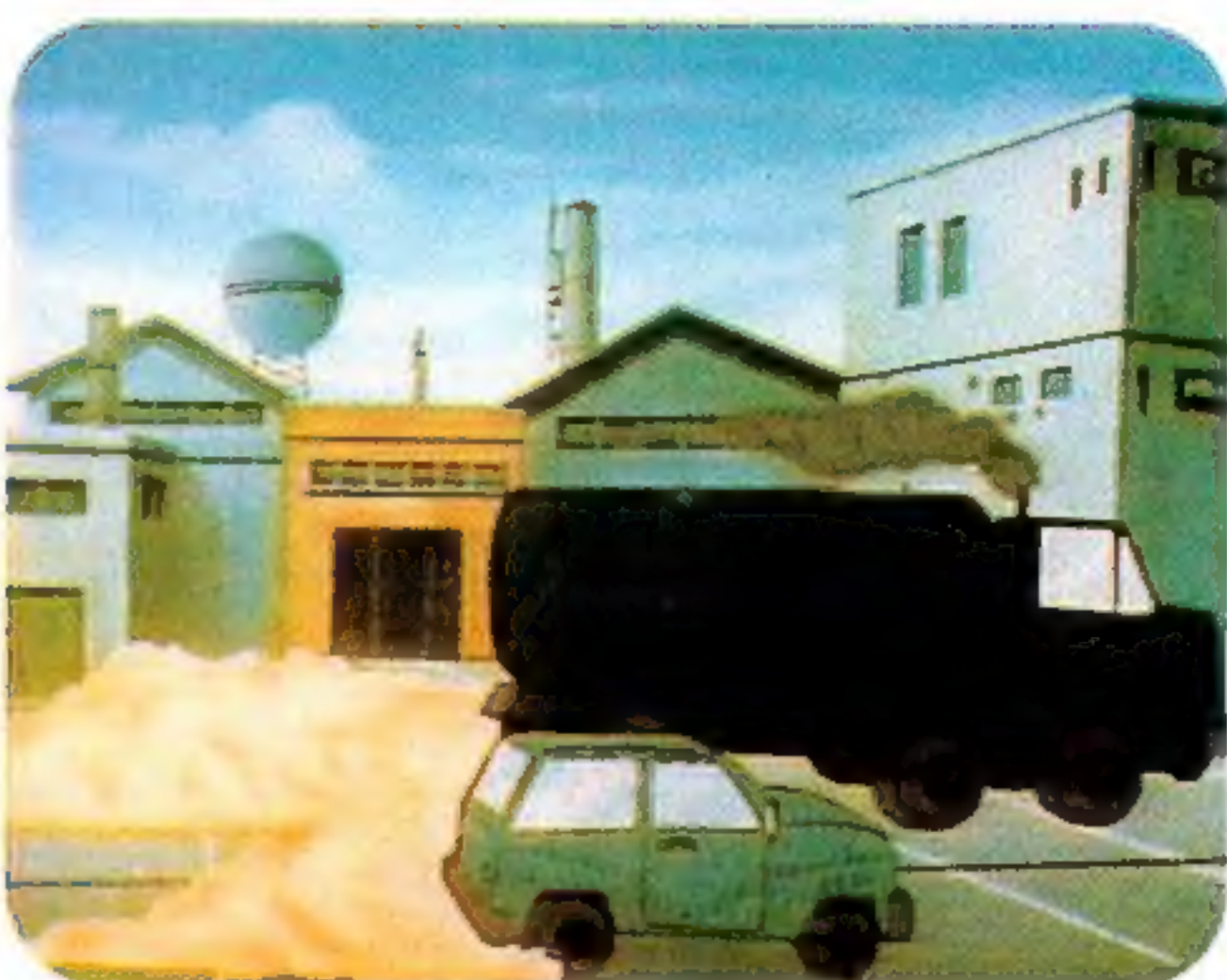
Elmyra. If that weren't enough, you've got to beat the clock as you struggle through haunted forests, creepy pirate ships, secret chambers and finally Monty's Mansion.

The Toonsters need your help now. So "Toon" up your NES™ and let Montana Max know who's boss!



KONAMI®

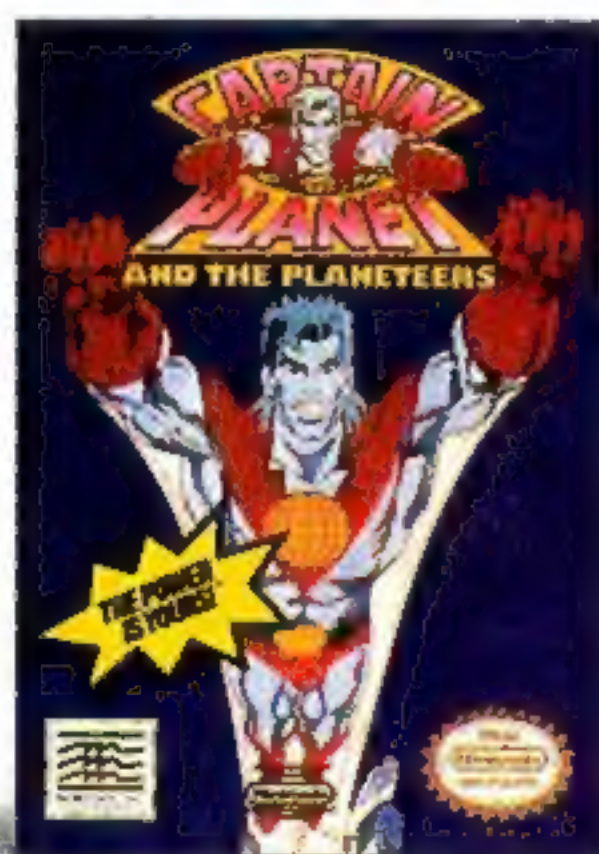
TINY TOON ADVENTURES, characters, names and related indicia are trademarks of Warner Bros. Inc. © 1991. Nintendo, Nintendo Entertainment System™ and NES™ are trademarks of Nintendo of America Inc. Konami is a registered trademark of Konami Co., Ltd. © 1992 Konami, Inc. All Rights Reserved.



We Took Some Of The Worst Garbage On TV And Turned It Into A Great Video Game.

You've seen the show, now play the game.

The new video game based on the thrilling adventures of *Captain Planet™* and *The Planeteers™*. Instead of just watching this superhero stop pollution, end ivory hunting and save the dolphins, now you can actually help him. Using the Planeteers' special



Available for NES.

powers of Earth, Fire, Water, Wind and Heart,

you and Captain Planet will use the Geo-Cruiser™, Eco-Copter™ and Eco-Sub™ to battle hideous villains like Verminous Skumm™ and Sly Sludge™. 10 challenging levels of play. Get your copy today, and put a stop to this mess.



Available at Babbages, Captron, Childworld, Electronic Boutique, Fred Meier, K-Mart, Kay-Bee Toy, Sears, Software Etc., Target and Toys R Us.

©1991 TBS Productions, Inc. and DIC Enterprises, Inc. Captain Planet, The Planeteers, Geo-Cruiser, Eco-Copter, Eco-Sub, Verminous Skumm and Sly Sludge are trademarks of TBS Productions, Inc. and DIC Enterprises, Inc.